SOFTBANK ZIFF-DAVIS

VOLUME 1
ISSUE 5

Official U.S. PlayStation Magazine

DEAD or ALIVE

Tecmo's fighter will

Official U.S. PlayStation Magazine Issue 5 (February 1998)

February 1998
$7.99 U.S.
$9.99 Canada

Licensed by Sony Computer Entertainment America. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

How to start the mother of all wars

{or why deception, cruelty and betrayal are your friends}

To start "The War of the Lions," you must use bold strokes. Regicides, double-crosses, violations of queens, good options all. Whatever your plan, once begun, a war of this magnitude is not to be trifled with. This is a brutal conflict of epic proportions, where each hallowed victory brings you closer to the very heart of darkness. Battle after battle, you will command your fighting party across magical lands protected by hostile forces. You will need the help of the bravest warriors, as well as armor, weapons, intricate battle plans and magical spells. Be ruthless. Be clever. Or be dead.

Training an army

{or how to ensure the biggest, baddest, meanest SOBs are on your side}

In Final Fantasy Tactics,™ you are Ramza, a young squad leader and an ally of Princess Ovelia. It's up to you to lead an elite fighting squad of your own choosing into battle. You must train them to be powerful Black Mages who can cast magic spells, Summoners who can awaken terrible beasts, Wizards,

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Final Fantasy and SquareSoft are registered trademarks of Square Co.,

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

Ninjas, Bards, Archers, Thieves and more. There are nineteen fighting classes and four hundred abilities to master. If you go into battle ill-prepared, may the enemy make the blood run cold from your heart.

EFFECTIVE BATTLE STRATEGIES

{or further discussions from the annals of shoot first, ask questions later}

As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying.

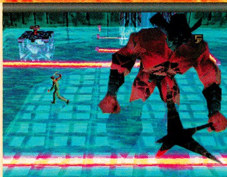
PlayStation

SQUARESOFT®

FINAL FANTASY TACTICS™

Ltd. ©1997/1998 Square Co., Ltd. Final Fantasy Tactics is a trademark of Square Co., Ltd. ©1998 Square Co., Ltd. All rights reserved. www.playstation.com

THE POINT OF THE JOURNEY IS NOT TO ARRIVE



Incredible Game Mechanics
Encounter blue lucense that causes flotation, exploding platforms, swinging rings, bursting lava pits and homing proximity mines.

RATING PENDING
RP
CONTENT RATED BY
ESRB

PlayStation

Activision and PITFALL! are registered trademarks and Pitfall 3-D: Beyond the Jungle are trademarks of Activision, Inc. © 1997 Activision, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

ACTIVISION®

www.activision.com

...IT'S TO SURVIVE.

When you're busy leaping treacherous chasms and swinging across deadly pits, you don't have time to contemplate life's mysteries... After all, being a legendary jungle adventurer suddenly thrust into a mystical universe takes a toll on the psyche. Besides, you've already learned more than the meaning of life... You've learned what it means to be one step from death.

True 360° Exploration
Scramble through city ruins, trek through an active volcano, and escape a prison colony before the final battle in the Scourge's Lair.

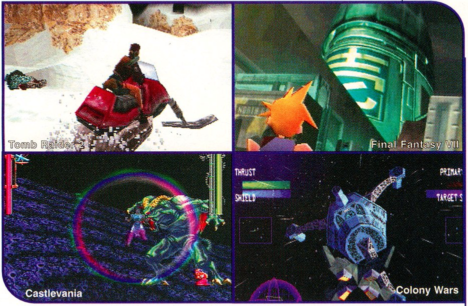
Next Generation Adventure
Swing past acid-filled pits, hurdle dissolving platforms, navigate around dangerous energy fields, and defeat morphing beasts.

PITFALL
3D
BEYOND THE JUNGLE™

MISSION STATEMENT

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff-Davis Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

FROM THE EDITOR



Tomb Raider 2

Final Fantasy VII

Castlevania

Colony Wars

What's our pic for game of the year? Turn to page 102.

Stop for a second and go back up and look at the top of the page. That there is the mission statement for our magazine. We thought it made sense to let our readers know our goal in creating this publication. Even after four issues (and several less-than-stellar reviews), there is still an erroneous perception regarding our affiliation with SCEA. There are no secret conspiracies or under-the-table deals regarding editorial coverage of first- or third-party games. We don't and will not conspire with SCEA to determine what games to cover, or worse yet, rate. We're just a bunch of avid PlayStation fans giving our honest opinions. It's that simple. And, to Sony's credit, that has been a bedrock philosophy of *OPM* that they have supported from day one.

Still, we felt it was appropriate to restate this since, in this issue, we are presenting our first-annual *OPM* Editors' Best of the Year awards. What did we feel was the game of the year? Which games garnered kudos for achievements in the categories of best music, graphics and character designs? Find out the answers to these plus a whole lot more on page 102.

While you're going through the mag this month, you'll also notice some other small changes. Many readers demanded we have a "Coming Soon" list to help them plan their PlayStation purchases. Boom, it's there. We have also added a review recap where you can check out how we rated the top sellers of the past few months. And while we're on the subject of recent additions, we would like to congratulate our managing editor, Dindo Perez, who recently married. Best of luck Din!

Wataru Maruyama
Editor in Chief

Official U.S. PlayStation Magazine

PUBLISHER
Jonathan Lane
EDITORIAL DIRECTOR
J.E. Funk • *joe_funk@zd.com*
EDITOR IN CHIEF
Wataru Maruyama
wataru_maruyama@zd.com
MANAGING EDITOR
Dindo Perez • *dindo_perez@zd.com*
ASSISTANT EDITORS
Dave Malec • Joe Rybicki
Gary Mollohan

CREATIVE DIRECTOR
Michael Stassus
ART DIRECTORS
Bob Conlon • *bob_conlon@zd.com*
Jim Cordano

MANAGING COPY EDITOR
Jennifer Whitesides
COPY EDITORS
Jo-El Damen • Dan Peluso
PRODUCTION DIRECTOR
Marc Camron
PREPRESS MANAGER
Dave McCracken
ASSOCIATE PREPRESS MANAGER
Paul Ojeda
CIRCULATION DIRECTOR
Joan McInerney
NEWSSTAND SALES MANAGER
Don Galen
CIRCULATION COORDINATOR
Ann-Marie Mrozynski
Subscription Service Number
(303)665-8930
BUSINESS MANAGER
Cathy Bendoff

ADVERTISING INQUIRIES:
Ziff-Davis Inc.
1920 Highland Ave., Suite 222
Lombard, IL 60148
Telephone: (630) 916-7222
Fax: (630) 916-9254

Jennie Parker,
Associate Publisher Sales & Marketing

Marc Callison, Senior Account Executive

Mike Darling, Advertising Coordinator

Anthony George,
District Ad Sales Manager,
East Coast & Midwest

Jon Yoffie,
District Ad Sales Manager, Northwest
Telephone: (415) 357-5322
Fax: (415) 357-5201
e-mail: jon_yoffie@zd.com

Karen Landon,
District Ad Sales Manager, Southwest
Telephone: (415) 357-5460
Fax: (415) 357-5201
e-mail: karen_landon@zd.com

ZIFF-DAVIS CONSUMER MEDIA GROUP
Randy Cohen, Exec. Dir. Marketing & Research
Tedd Speck, Associate Research Director
Francesca Koe, Creative Services Manager
Cynthia Mason, Business Manager

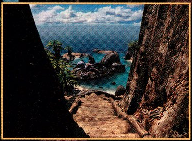
Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff-Davis Inc., 1920 Highland Ave., 2nd Floor, Lombard, IL 60148. Subscription rates: 1 year (12 issues) $49.97 U.S., $65.97 all other countries. Subscription service questions and address changes write to: Official PlayStation Magazine, PO Box 55362, Boulder, CO 80322-5362. Phone: (303) 665-8930 in the U.S., (303) 604-7445 all other countries. Fax: (303) 604-7455 in the U.S., (303) 604-0540 all other countries.

The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff-Davis Inc. Copyright © 1998, Ziff-Davis Inc. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes.

The Canadian GST registration number is 14049 6720 RT.
Printed in the USA.

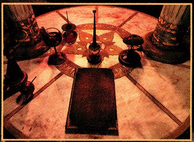
5 discs deep.
A universe wide.
Say goodbye.
You're going to be away a long time.

PlayStation
NTSC U/C
PlayStation
RATING PENDING
RP
CONTENT RATED BY ESRB
RIVEN
THE SEQUEL TO MYST
5 DISCS
Acclaim



RIVEN

THE SEQUEL TO MYST®



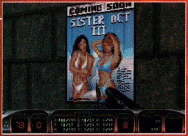
COMING TO PLAYSTATION™

RATING PENDING RP CONTENT RATED BY ESRB

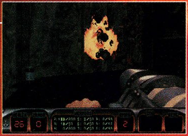
PlayStation™

For more information on game ratings contact the ESRB at 1-800-771-3772. Riven: The Sequel to Myst © 1996 Cyan Inc. Software copyright 1997. Cyan Inc. and Sunsoft. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1997 Acclaim Entertainment, Inc. All rights reserved.

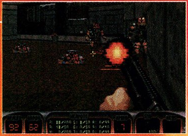
Acclaim
www. acclaimnation.com



Laugh while you frag, from Hollywood to outerspace!



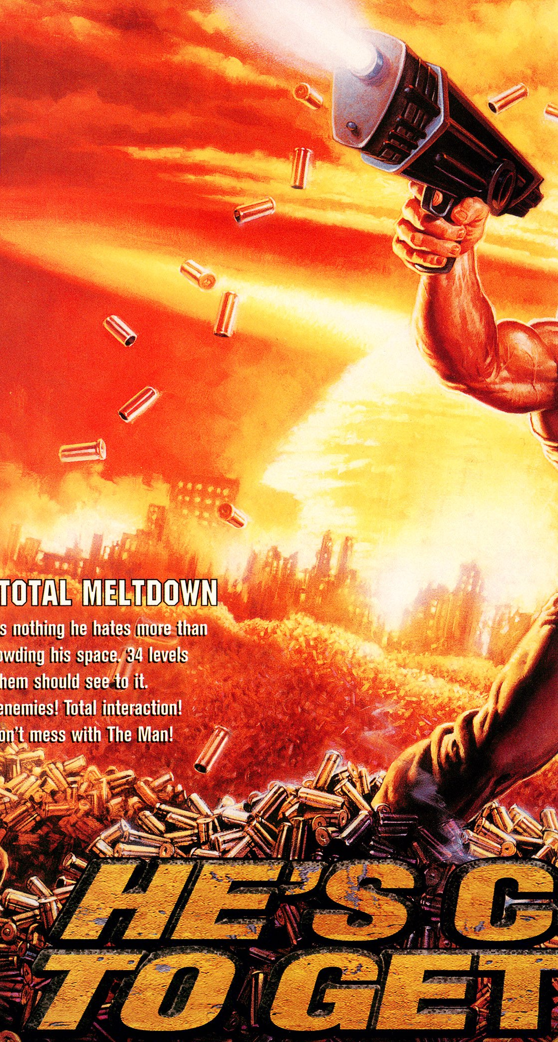
Bag some aliens with over a dozen hi-tech weapons!



An all-out overload of non-stop carnage!

DUKE NUKEM: TOTAL MELTDOWN

Duke's in town. And there's nothing he hates more than an army of alien punks crowding his space. 34 levels of freak-smashing 3D mayhem should see to it. Gigantic guns! Gruesome enemies! Total interaction! And all-out devastation! Don't mess with The Man!

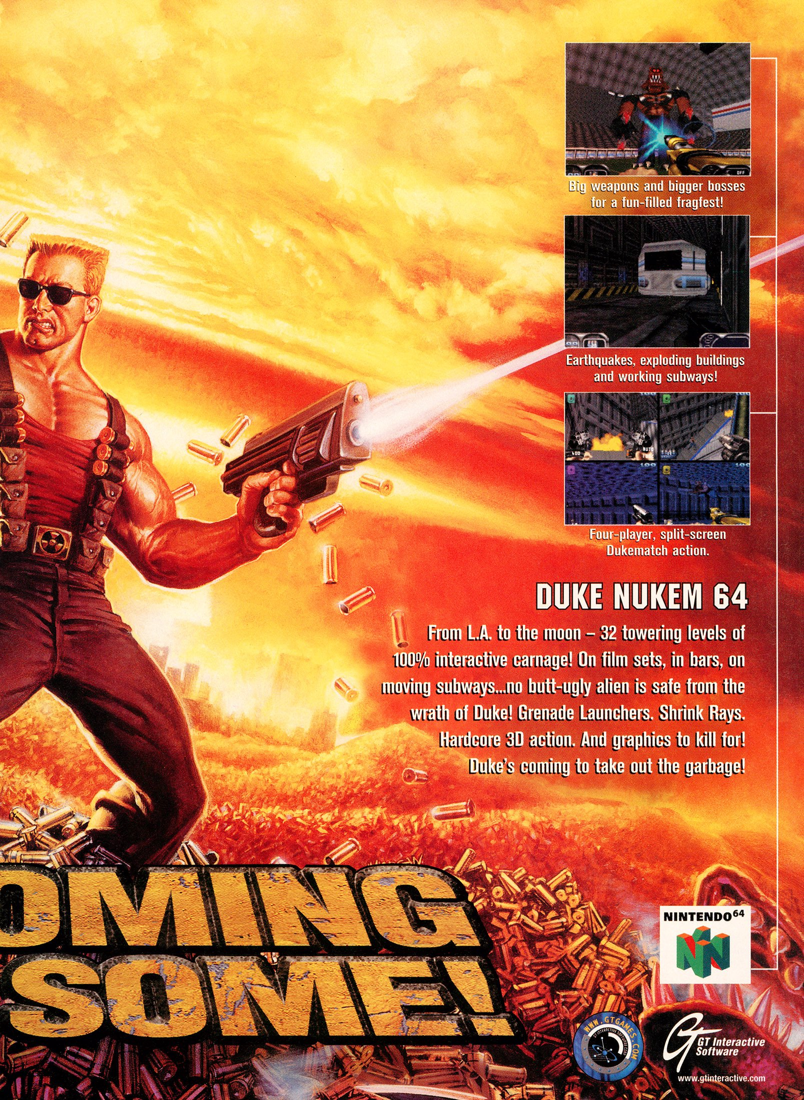


PlayStation

RATING PENDING
RP
CONTENT RATED BY
ESRB

Developed by
3D REALMS
www.3drealms.com

Duke Nukem: Total Meltdown™ ©1996, 1997 3D Realms. All Rights Reserved. Duke Nukem 64™ ©1996, 1997 3D Realms. All Rights Reserved. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software Corp. Nintendo, the Official Seal, the 3D "N" Logo and N64 are trademarks of Nintendo of America, Inc. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks are the property of their respective companies.



Big weapons and bigger bosses for a fun-filled fragfest!

Earthquakes, exploding buildings and working subways!

Four-player, split-screen Dukematch action.

DUKE NUKEM 64

From L.A. to the moon – 32 towering levels of 100% interactive carnage! On film sets, in bars, on moving subways...no butt-ugly alien is safe from the wrath of Duke! Grenade Launchers. Shrink Rays. Hardcore 3D action. And graphics to kill for! Duke's coming to take out the garbage!

NINTENDO64

WWW.GTGAMES.COM
GT INTERACTIVE SOFTWARE CORP

GT Interactive Software

www.gtinteractive.com

Feeling A Little Behind The Times?

Call Now!

1-900-PRE-VIEW

$1.95/minute

Finally there's an instant way to get the latest gaming information and interact with the game editors at *EGM* & *EGM*^{2} without using snail mail or the Internet!

- **LATEST NEWS & GAMING GOSSIP**
  Listen to the Q-Mann for the hottest news in the industry!
- **REVIEW CREW**
  EGM's Review Crew cuts loose with their trademark no-holds-barred reviews!
- **SPEAK YOUR MIND**
  Tell us your reviews or strategies, then read 'em online—or maybe even in the next *EGM* and *EGM*^{2}!
- **COMING SOON**
  Be first to unearth the next big thing in *EGM* and *EGM*^{2}!

EGM^2

ELECTRONIC GAMING MONTHLY

Be sure to get your parents' permission to use *EGM*'s Talkline if you are under 18 years of age. Make sure you have a touch-tone phone. Messages subject to change without notice. A service of *EGM* and *EGM*^{2}.

Official U.S. PlayStation Magazine

ZIFF-DAVIS INC.
CHAIRMAN AND CEO Eric Hippeau

President	Ronni Sonnenberg
President, U.S. Publications	Claude Sheer
President, Interactive Media and Development Group	Jeffrey Ballowe
President, ZD Brand and Market Group	Terri Holbrooke
President, Computer Intelligence	Bob Brown
President, Training and Support Publishing Group	William Rosenthal
Vice President, Human Resources	Rayna Brown
Vice President, Information Systems	Steve Gladyszewski
Vice President, General Counsel and Secretary	J. Malcolm Morris
Vice President, Controller	Mark Moyer
Vice President, Chief Financial Officer	Timothy O'Brien
Vice President, Planning	Daryl R. Otte
Treasurer	Thomas L. Wright

U.S. Publications Group

Executive Vice President	Claude Sheer
Executive Vice President	Don Byrnes
Executive Vice President	Jack Dolce
Executive Vice President	Al DiGuido
Executive Vice President	Thomas McGrade
Senior Vice President, Circulation	Baird Davis
Vice President, Central Advertising Sales	Bob Bader
Vice President	Chris Dobbrow
Vice President	John Dodge
Vice President, Production	Roger Herrmann
Vice President, Marketing Services	Jim Manning
Vice President	Michael J. Miller
Vice President	Nancy Newman
Vice President, Circulation Services	James F. Ramaley
Vice President	Paul Somerson
Vice President, Product Testing	Mark Van Name
Vice President	Sam Whitmore
Executive Director, Licensing	Gertrud Borchardt
Director, ZD Labs	Mark Hall
Director, Benchmark Operation	Bill Catchings

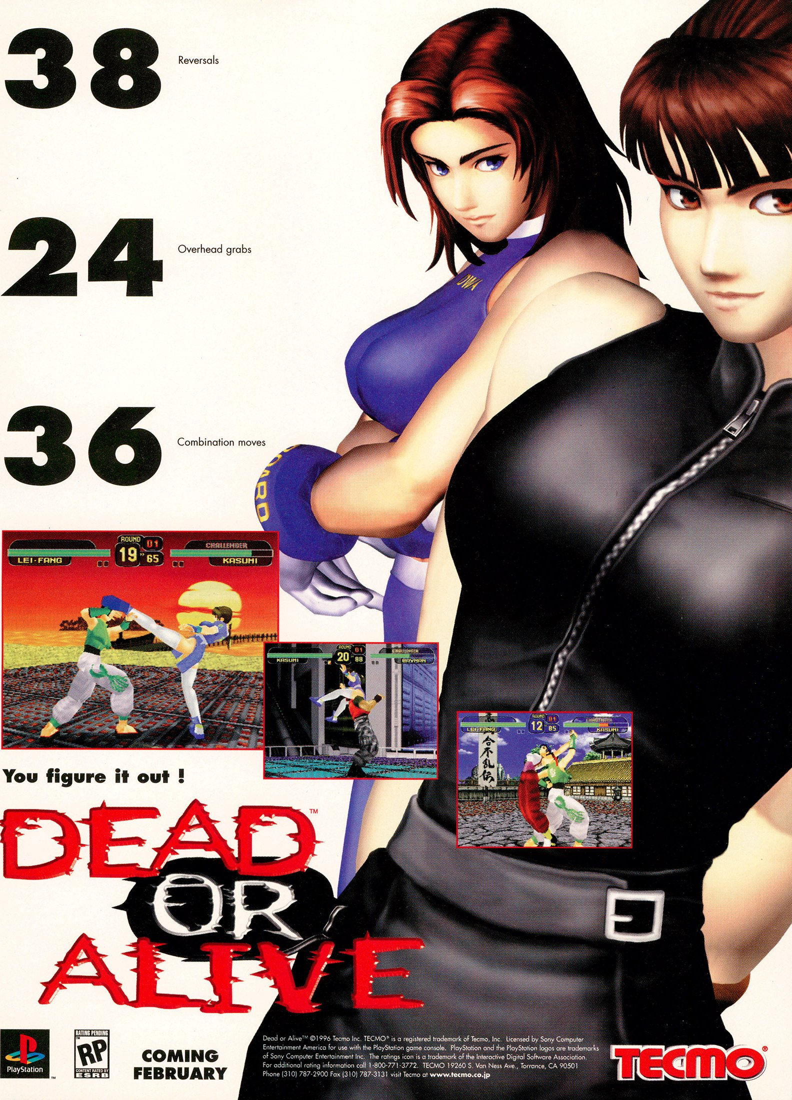
Interactive Media And Development Group

President	Jeffrey Ballowe
Executive Vice President	David Shnaider
Executive Vice President, President, ZDNet	Daniel Rosenweig
Vice President, Editor in Chief, ZDNet	Daniel Farber
Vice President, ZDTV	Richard Fisher
Editorial Director, ZDTV	Jim Louderback
Vice President, General Manager ZDNet	James Savage
Editorial Director, New Products	Bill Machrone

ZD Brand and Market Group

President, ZD Brand and Market Group	Terri Holbrooke
President, Computer Intelligence	Bob Brown
Vice President, ZD Brand	Herb Stern
Vice President, ZD Research	Elda Vale
Director, Corporate Relations	Gregory Jarboe
Executive Vice President, Corporate Sales	Joe Gillespie
Executive Director, Sales & Marketing	Mike Perkowski
Ziff-Davis Media Network Executive Directors	Jeff Bruce Scott Murphy
Managing Director	Rita Burke
Directors	Ken Beach Michael Bird Dan Daly Melinda Maginn
Associate Network Directors	Robin Kofsky Debbie Moss Julie Tuttle

Ziff-Davis Inc.,
A SOFTBANK Company



ROUND 01
19"65
LEI-FANG
CHALLENGER
KASUMI
ROUND 01
20"88
KASUMI
CHALLENGER
BAYMAN
ROUND 01
12"85
LEI-FANG
CHALLENGER
KASUMI
合不乱伝

38 Reversals

24 Overhead grabs

36 Combination moves

You figure it out !

DEAD OR ALIVE™

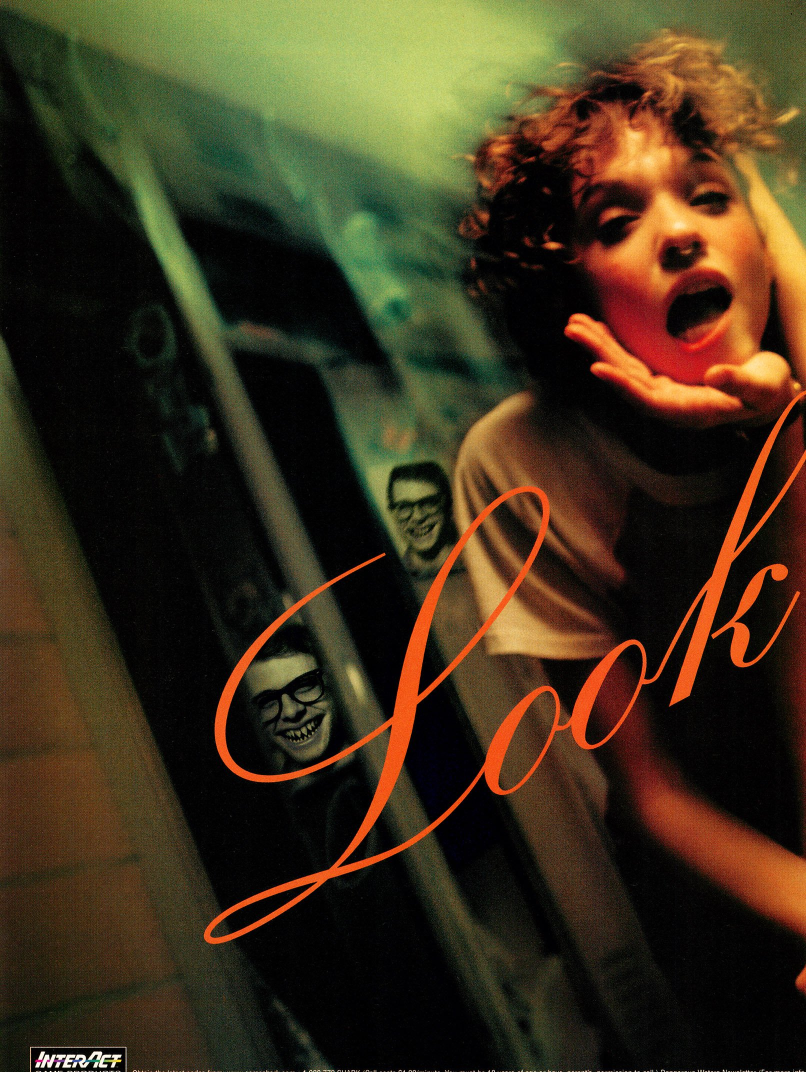
RATING PENDING RP CONTENT RATED BY ESRB

COMING FEBRUARY

Dead or Alive™ ©1996 Tecmo Inc. TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. For additional rating information call 1-800-771-3772.

TECMO 19260 S. Van Ness Ave., Torrance, CA 90501
Phone (310) 787-2900 Fax (310) 787-3131 visit Tecmo at **www.tecmo.co.jp**

TECMO®



INTERACT
GAME PRODUCTS

Obtain the latest codes from: www.gameshark.com • 1.900.773.SHARK (Call costs $1.29/minute. You must be 18 years of age or have parent's permission to call.) Dangerous Waters Newsletter (For more info

you do what you gotta do.
You play a game.
Games have rules.
Ignore them.
abuse the power™
GameShark
Nintendo® 64. PlayStation.™ Sega Saturn.™

all 410.238.1426) • Gaming Mags • ©1997 InterAct Accessories, Inc. A RECOTON COMPANY. All rights reserved.

70 Pitfall 3-D

PlayStation™

contents

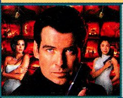
Editors' Awards

Did Final Fantasy VII really deserve all the hype? Find out as the *OPM* editors pick the best of 1997. 102

Dead or Alive

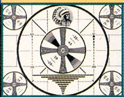
We'll give you an eyeful of one of the most unique-looking (and playing) fighting games of the coming year. 48

Tomorrow Never Dies



Secret Agent Gary Mollohan rubs elbows with Pierce Brosnan and Terry Hatcher in a star-studded gala event. 54

Calibrate Your TV



CFG Labs' Brent Butterworth returns with a helpful article on how to get the most from the gear you've got. 112

Reviews Recap

Missed an issue or two? Never fear, you can find out what our reviewers think of what's on the shelves now. 100

PS news 18

Check out our sneak peek of the new *Resident Evil Comic Magazine*, and hear about the latest from Konami and Fox.

letters 22

So what will airport metal detectors do to your memory cards, anyway? And does Brent Butterworth really know his stuff?

previews

demo disc 34

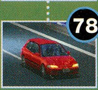
Tomb Raider II is here! (Don't worry, it's longer than our last demo.)

U.S. previews 48

Watch out for Sony's new fast-paced brawler, Bloody Roar!

international 78

We take a look at Gran Turismo and the Dual Shock PlayStation.



reviews 82

Final Fantasy Tactics and Broken Sword are our first two reviews to warrant *three* pages under our slightly revamped review section.

PS strategy 114

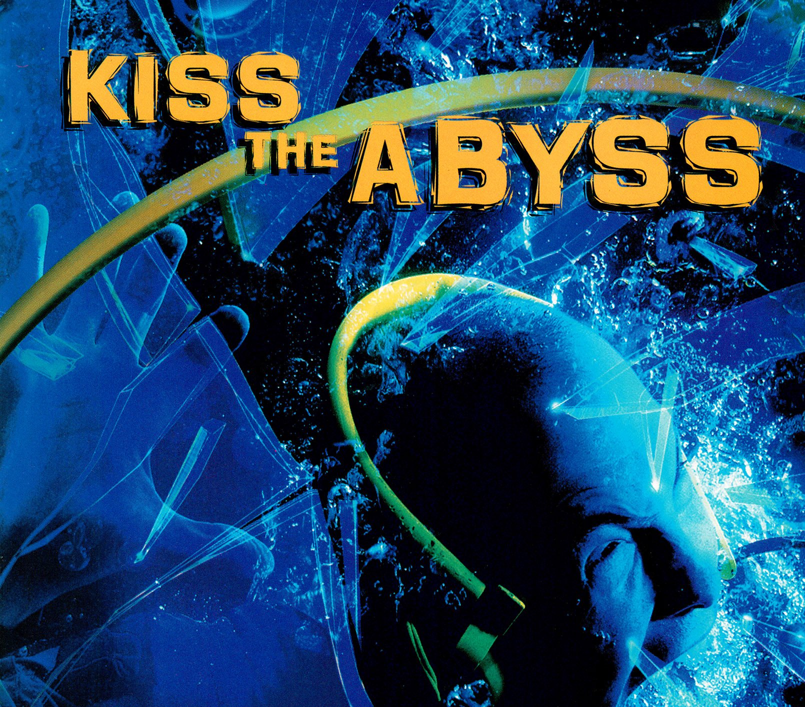
Does Alundra have you banging your head into the dungeon wall? We've got the cure for what ails you in our eight-page strategy.

tricks 122

Learn why Crash might be coming under the scrutiny of the Humane Society, or find out how to make a slave of Princess Leia in Masters of Teräs Käsi.

g.e.a.r. 126

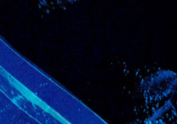
We take a look at the latest offerings from McFarlane Toys, as well as the results of our hands-on test of the second generation of DVD players.


KISS
THE ABYSS

IMPLOSIVE REAL-TIME 3D GRAPHICS.

1 Pod Acquired, 4 Left

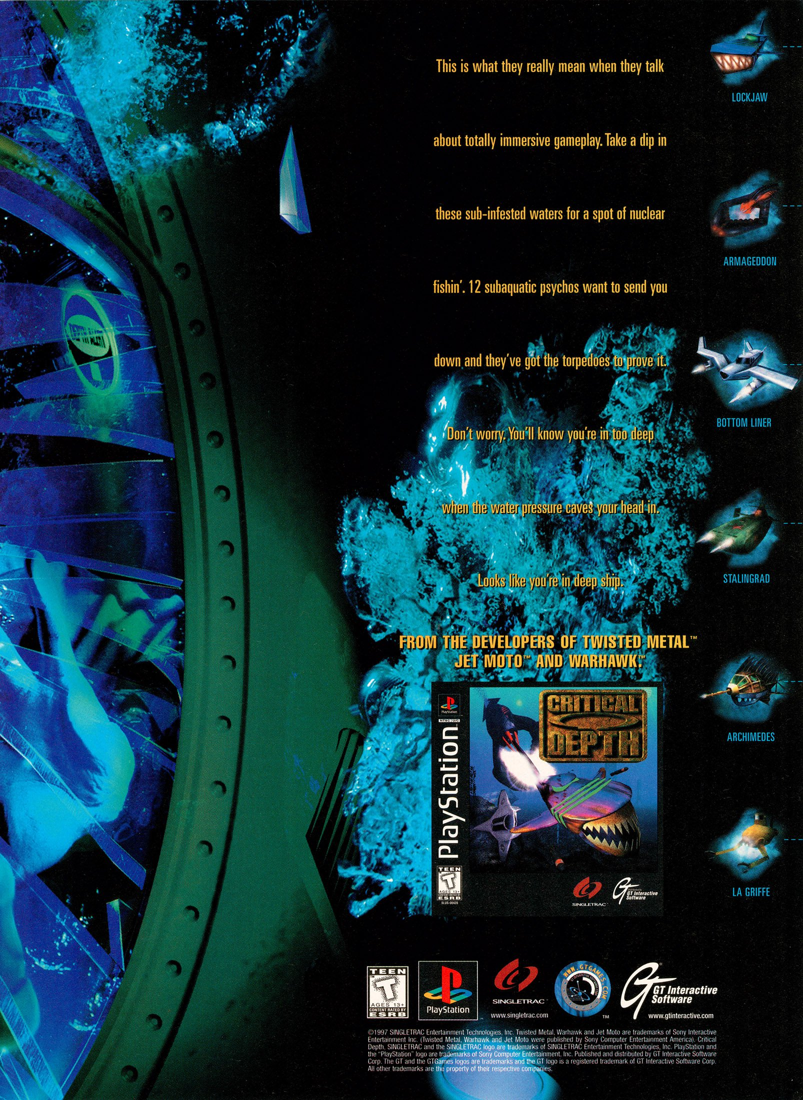
DEEP SEA MULTI-PLAYER GAME MODES.



10 TOTALLY DIFFERENT HULL-CRUSHING ENVIRONMENTS.

4 Pods Acquired, 1 Left

PIRANHA SWARMS, MAGNETIC SUCKERS, DEPTH CHARGES AND MORE!


LOCKJAW
ARMAGEDDON
BOTTOM LINER
STALINGRAD
ARCHIMEDES
LA GRIFFE
PlayStation
CRITICAL DEPTH
TEEN
AGES 13+
ESRB
SLUS-00428
SINGLETRAC
GT Interactive Software

This is what they really mean when they talk about totally immersive gameplay. Take a dip in these sub-infested waters for a spot of nuclear fishin'. 12 subaquatic psychos want to send you down and they've got the torpedoes to prove it. Don't worry. You'll know you're in too deep when the water pressure caves your head in. Looks like you're in deep ship.

FROM THE DEVELOPERS OF TWISTED METAL™ JET MOTO™ AND WARHAWK.™

www.singletrac.com

www.gtinteractive.com

©1997 SINGLETRAC Entertainment Technologies, Inc. Twisted Metal, Warhawk and Jet Moto are trademarks of Sony Interactive Entertainment Inc. (Twisted Metal, Warhawk and Jet Moto were published by Sony Computer Entertainment America). Critical Depth, SINGLETRAC and the SINGLETRAC logo are trademarks of SINGLETRAC Entertainment Technologies, Inc. PlayStation and the "PlayStation" logo are trademarks of Sony Computer Entertainment, Inc. Published and distributed by GT Interactive Software Corp. The GT and the GTGames logos are trademarks and the GT logo is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective companies.

PlayStation News

a monthly wrap-up of all the information for your favorite system

Konami's Plans Revealed

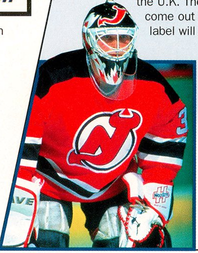
New developments from the big K

Konami is currently at work on a new fighting game for the PlayStation. Scheduled tentatively for a summer '98 release, the game is being developed in Japan. The last fighter Konami did on the PS was the less-than-stellar Lighting Legend which was only released in Japan. In other Konami rumblings, their shooter compilation Salamander Deluxe Pack (for the PlayStation) has been put on hold. It hasn't been canceled, but its chances of being released have been diminished. Shooting fans may be losing out on what would have been a great value. Last, but not least, the latest Contra game which is currently titled "C," will be available for the PlayStation in March 1998. Developed by the same troupe responsible for the last Contra title on the PS, the game looks to be a 3-D affair and is said to be 30 percent complete.

Sports Fans Rejoice

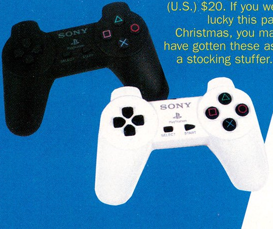
Fox Interactive to start sports label

Fox Interactive announced that it was entering the highly competitive arena of sports video games with a brand-new label: Fox Sports Interactive. To support the new line, Fox has brought on the talents of British developer Gremlin, known for its Actua sports series of games in the U.K. The first games to come out of the Fox Sports label will be Fox Sports Hockey, Golf, Tennis and Soccer. All these titles will be released on the PlayStation, and the hockey game (to be released at the start of the 1998-99 season) will carry the NHL and NHLPA licenses. "Having established Fox Interactive as a significant competitor in the video game arena, leveragin Fox studio properties as we as developing our own characters and game franchises we're eager to partner with Fox Sports to enter the sports video game market," said Jon Richmond, president of Fox Interactive. "The combination of that powerful branding with outstanding gameplay will produce the next generation of sports video games." No word was given as to when they will enter the crucial and hotly contested arena of football, basketball and baseball.



Tidbits

Shipped to coincide with the holiday season, Toys 'R' Us has snagged an exclusive with SCEA to release black and white versions of its standard PlayStation control pad. The new colors retail for the same price as the standard gray color at (U.S.) $20. If you were lucky this past Christmas, you may have gotten these as a stocking stuffer.



Nightmare Creatures Will Return

The sequel to the horror adventure is in the works

Word has come about that Kalisto Entertainment is hard at work on Nightmare Creatures 2 for the PlayStation at their offices in Bordeaux, France. Details are still very sketchy, and it is not known if any of the characters from the first game will be returning for another bow in the sequel.

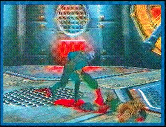
NIGHTMARE
CREATURES
PlayStation

kalisto
entertainment

The Suits to the Rescue

SCEA busts counterfeiters

Sony Computer Entertainment is dead serious about combating counterfeiting of its PlayStation games. Recently, they filed civil actions against six software counterfeiters who were selling illegally copied games via the Internet. Specifically, the suits against these individuals charge infringement of copyright, trademark and false advertising. "There are numerous parties that are being adversely affected by the illegal sale of counterfeit software," said Riley R. Russell, vice president, legal and business affairs, Sony Computer Entertainment America. "First, the consumer is paying for a grossly inferior software product with no recourse for replacement. Second, the third-party publishers—companies who spend their company's time, money and personnel producing game software—deserve to be compensated from the legitimate sale of their game software. These people are artists and their efforts should be recognized. Finally, as the game console manufacturer, the integrity of our brand name is being maliciously damaged." SCEA has stated that their black disc bottoms are unique to their games, so if you are in doubt about a game being a fake, all you need to do is look at the underside.



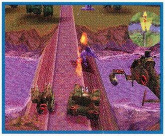
Updates

Midway clears the air

Mortal Kombat 4 is getting closer to hitting the PlayStation while the conversion of another arcade game, Mace has been cancelled as has Wayne Gretzky hockey.

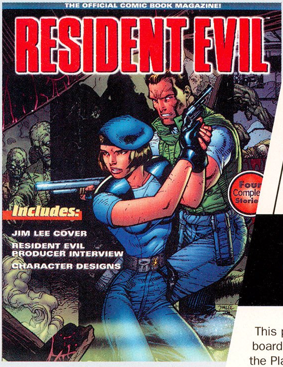
Quick Peek

Here is a quick look at the upcoming War Games from MGM. There isn't a whole lot of information at this point, but the word is that it could be an action title in the vain of Return Fire or Soviet Strike. Look for a preview next month.



Evil Comics

Resident Evil Comic Book revealed

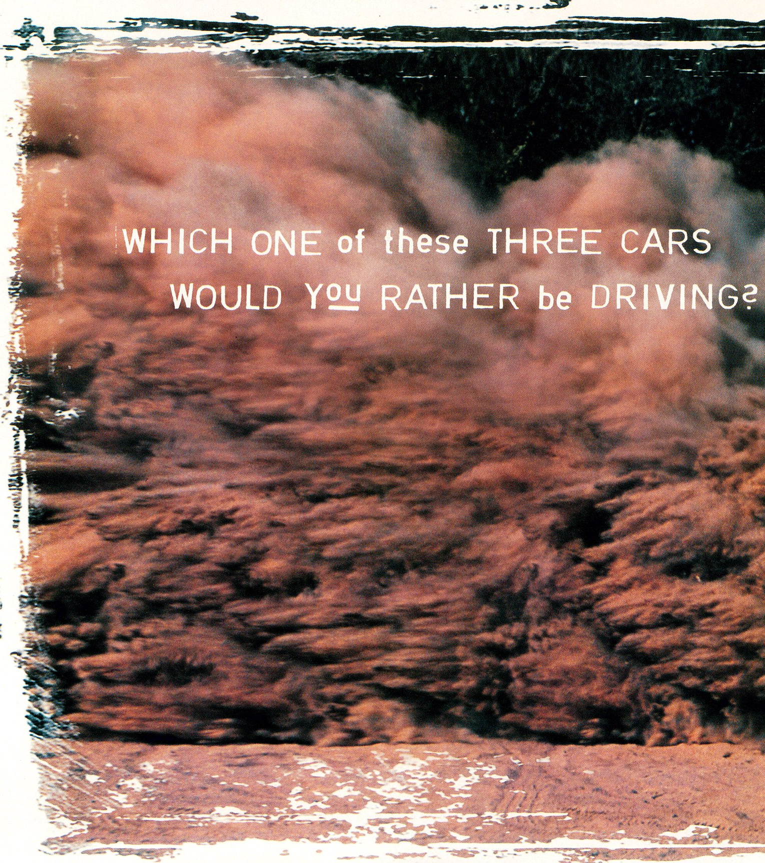


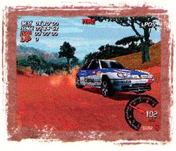
WildStorm Studios have announced that they will be unleashing a four-issue *Resident Evil Comic Book* series to coincide with the video game release of Resident Evil 2. The comics will be magazine-size and cover the background stories behind Resident Evil and act as a segue to the sequel. "The *Resident Evil Comic Book* magazine has been a labor of love for everyone involved," said Ted Adams, WildStorm's VP of consumer products. "When the Resident Evil video game came out last year, we were all hooked. We loved the world they created and wanted to tell stories using their characters."

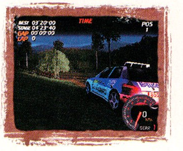
The comics will contain three original stories with a reprint of a story that appeared in RE: Director's Cut. In addition, there will also be an interview with the producer of the game, Shinji Mikami, along with original character designs from both installments of the horror smash. Last, but not least, the cover will be by Jim Lee who started the WildStorm label.

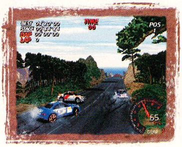
What's That on That Billboard

This past holiday season, you may have noticed billboards and other outdoor-type ad vehicles that featured the PlayStation logo and games like Crash 2, IQ and Jet Moto 2. "Via outdoor media we're extending the PlayStation brand to the consumer who has a recognition of, but not first-hand experience with, the PlayStation and its best-selling games," said Andrew House, vice president, marketing, Sony Computer Entertainment America. "This outdoor medium hasn't been effectively utilized by other video game companies; we will reach tens of millions of consumers in a bold new way that is distinctly PlayStation."


WHICH ONE of these THREE CARS
WOULD YOU RATHER be DRIVING?


BEST 03'20"00
STAGE 00'34"52
GAP 00'00"00
LAP 0
TIME
POS
102


BEST 03'20"00
STAGE 04'23"40
GAP 00'00"00
LAP 0
TIME
POS
1
0
GEAR 1


BEST 03'20"00
LAP 0
TIME
POS
1
55

INFOGRAMES

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

PlayStation

Need For Speed and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. V-Rally, INFOGRAMES MULTIMEDIA and the and logos present in the game, are reproduced and used with the formal authorization of the owners. Company names, logos, and trademarks are protected by Intellectual Property Rights.

MITSUBISHI
1
三菱石油
NGK
MICHELIN
ENKEI
OHLINS
P4 WRE

NEED FOR SPEED™ V-RALLY

AS YOU CAN SEE (SORT OF), NEED FOR SPEED HAS GONE DOWN AND DIRTY.
IN NEED FOR SPEED V-RALLY YOU CHOOSE FROM 11 WORLD RALLY CHAMPIONSHIP CARS.
THEN YOU SLUG IT OUT DAY OR NIGHT OVER 42 PERILOUSLY LIFE-LIKE, GRITTY OFF-ROAD TRACKS. SNOW. RAIN. FOG.
AND IF YOU'RE LUCKY, BLISTERING HOT SUN ROUND OUT THIS BRUTALLY RAW JOURNEY. BRING SOAP.

ELECTRONIC ARTS™
www.ea.com

INFOGRAMES logo are trademarks or registered trademarks of INFOGRAMES. ©1997 INFOGRAMES MULTIMEDIA. Developed by INFOGRAMES MULTIMEDIA. Software © Infogrames Multimedia 1997. All vehicles, company names, trademarks
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

Letters

You write us and here we respond

Your chance to speak your peace

Official U.S. PlayStation Magazine
Resident Evil 2

Dear *Official U.S PlayStation Magazine*,
Hey, when do you think the Lara Croft and Resident Evil action figures are going to come out? Anyway, I just wrote to say that I really like your magazine a lot, and I just subscribed!
Sincerely,
Kevin Razo
Moreno Valley, CA

Lara is out in stores now and the Resident Evil figures will be available late March or early April.

Fried Memory

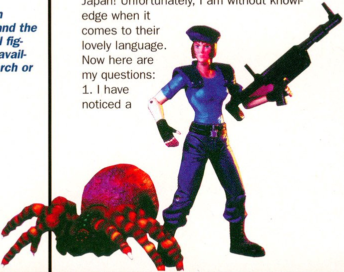
Hello,
This may be a stupid question but I gotta ask. Will the X-ray machines in airports damage or disrupt memory cards? Your quick reply is appreciated since I will be traveling over the Christmas holidays.
Chad Fagg
chad@metrolink.net

PlayStation
MEMORY CARD
SONY

SCEA says that first-party cards should have no problems with airport X-rays. OPM's own art director Bob Conlon recently went on a trip and upon his return, found his third-party memory card was blank. Was it airport X-ray machine related or not? There really isn't enough research into this phenomena and the above statements and incidents are the only pieces of the puzzle we have. In general, licensed third-party memory cards are non-problematic.

I Shot My PlayStation

Dearest *Official Playstation Magazine*,
How the heck are ya? I am one of those sailor types who was lucky enough to get stationed out here in the birth land to the PlayStation, Japan! Unfortunately, I am without knowledge when it comes to their lovely language. Now here are my questions:
1. I have noticed a new PlayStation out here called the Dual Shock. Can you tell me anything about is and is it worth the $180 price tag?
2. I had to take my original PlayStation out back and shoot it. Is there a place that sells internal replacement parts? (by mail?)
3. I missed your first issue, are you going to be selling back issues and discs?
Last but not least, the magazine is a total hit, keep up the good work.
Reggie Martinez
Head Surgical Tech.
USS INDEPENDENCE
Yokosuka, Japan



1. Check out our International section for the full scoop on that.
2. Shooting your PS pretty much voids the warranty, but perhaps they can still repair it for you at a cost.
3. Try calling (303)655-8930

Sharpest Picture Available

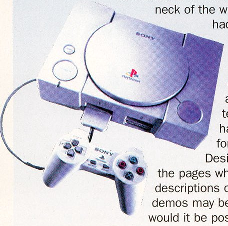
Hello *OPM*,
What is the best way to go about setting up a PS with "(analog video) RGB cable set-up" to a compatible monitor? I've read in other mags that going with this "RGB" set-up for any game system to such a monitor is the best way to see the true graphic capabilities with absolutely no signal loss as what one would see if a console was set-up for an arcade location. I've found a mail-order company that sells a 14" computer monitor that has an "analog video RGB input" that with the proper optional (custom-made) cables, I could play my systems on it.
us-pc-engine-fan@juno.com

In Japan, there are officially manufactured RGB cables made for the PlayStation, but they are only compatible with TV sets equipped with such inputs. Some computer monitors will not react well to signals sent from sources like the PlayStation. Try before buying or examine their return policy.

we want your input!

How do you like the mag? What about the design? Are we leaving anything out? Let us know!
To get special attention as far as design and content issues go, label your Letters or e-mails with the heading: *PlayStation Magazine* suggestions c/o the *Official U.S. PlayStation Magazine* at the addresses on the next letters page. We can't wait to hear from you.

Managing Tips



My congratulations on your fine publication. I just purchased the third issue, and already it has become one of the hottest gaming commodities in our remote neck of the woods. You had asked for suggestions about design and content, and I have one for each: Design—On the pages where the descriptions of the demos may be found, would it be possible to place the key guides on the outside of the page, rather than near the fold? When playing a demo with the magazine on my lap or even on a table, the key guides roll into the fold and become hard to read. Naturally, I'll play them enough to memorize them, but when starting out, I think it would be much more of a convenience to see them on the outside.

Content—One of the deciding factors in subscribing was the article about connecting the PlayStation to a home theater system. Such articles are, in my opinion, what elevates this magazine from the others. The home theater article shows that there is more to gaming than just the games.

Sincerely,
Joseph F. Hauger
Managing Editor
The Alpena News
Northeastern Michigan's Newspaper
Alpena, MI

That's a great idea. Look in our next issue to see what we have done to rectify the placement of the demo game controls.

Demo disc

Armored Core

STATS

Colony Wars

STATS

Missing Link

I think your magazine is awesome, but there is one flaw and that is not putting the "LINK CABLE" icon on your reviews so us gamers know which games are linkable. I hope the companies keep adding the link feature to their games, because whether they realize it or not, multiplayer-type games will only grow more popular in the future and will never lose luster.
Jedisquest@aol.com

We do indeed feature the Link icon which was most recently sighted in our January issue review of C&C: Red Alert. We couldn't agree with you more about multiplayer games, though.

Link Cable
2 Consoles

Reserve
Parkin
38

Problem Demo

My Question is or rather my problem is the playable demo of Vs. The demo of Vs. in your issue did not work! It let me pick the character but did not let me control her or him. Instead, I was watching the CPU fight it out with the CPU. Now my question is why is this happening? Why can't I play Vs.? Maybe you can help?
Thanx-
ClearTouch@webtv.net

So far, you seem to be the only person suffering from this problem. Our newsstand copies work fine. Has anyone else noticed a problem with the Vs. Demo?

I read in a magazine a year or so ago about the Japanese monthly PlayStation disc having an occasional homemade or quickie game on it. How about putting games like checkers, tic-tac-toe or homemade card games on your demo disc. These are the types of games which you wouldn't go out and pay retail price for alone. Your mag and disc are excellent!
KDENT@WPO.HCC.COM

We never say never, but wouldn't you rather have Resident Evil 2?

Did you buy a copy of our magazine which did not contain a demo CD? Simply send the receipt with the name and address of the store plus your phone number and address and we will send you the disc. Make sure you specify which month the corresponding disc belongs to to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair/replacement services. For more information see the first page of our demo disc section.

Put Us On the Payroll

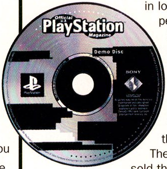
To Whom it May Concern at Sony,

In regards to your invention of the PlayStation, this device in our opinion is the most fantabulistic gaming system known to humankind. Because of this, we have made it our duty to position ourselves in local retail stores to talk people out of buying inferior games systems by crippling Sony's competition in the U.S. market. We have thus far convinced about 15 to 20 consumers that the PlayStation rules. Therefore, we have outsold the other guys by at least $2,980. We would like to know if our efforts are in vain or if can we get some sort of kick-back.

Your faithful purchasers,

Jeff Lucas
Eastlake, OH

Jim Gilmour
Willoughby, OH



If anyone would like to put the same kind of promotion effort for our magazine, we'd be happy to send them a check in the mail. Don't worry about writing in, we'll know who you are.

Dangerous Ground

I am sending you an e-mail because I am concerned. I own a PlayStation and I have plans to buy imported games (DragonBall Z Legends and Sailor Moon Super S). I heard that you need a converted machine to play these games. One of my friends told me that I need a $90 chip and said that this chip lets me play imported game. I thought that the machine didn't need a chip?! Please say it ain't so. I don't have enough money to buy a chip! Please help me! I am not sure who to believe?

gosetsu@hotmail.com

The U.S. PlayStation will not play Japanese games and vice versa. Adding a chip or messing with the inside wiring of the console will void any manufacturer warranty and it isn't recommended. The best thing you can do is to vote for the games you want brought over here (like writing to our mag, which you just did) and making your voice heard.

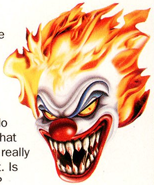
Mature Gaming Generation

Dear *OPM*,

I'm a 30-year-old gamer with a wife and two kids; living proof that video games aren't just for kids anymore. I've been a PlayStation fan since the console hit the market, and I truly believe the Sony system is the superior machine. My family and I love your new magazine. I will continue to purchase your mag as long as you do more of the same things.

William Neil
Charlotte, NC

Twisted Dilemma



Dear *OPM*,

I was in the store looking for your magazine when I noticed that in another magazine they were saying that there is no such thing as Twisted Metal 3. When I bought your mag (like I do every month), I noticed that you guys said that there really is a TM3 in development. Is everyone else confused?

adam421@hotmail.com

As we stated before, Twisted Metal 3 is indeed in the works and is slated for sometime in summer or fall. The developers of the first two installments, SingleTrac, were bought by GT interactive so a new group within Sony Computer Entertainment will be handling the chores.

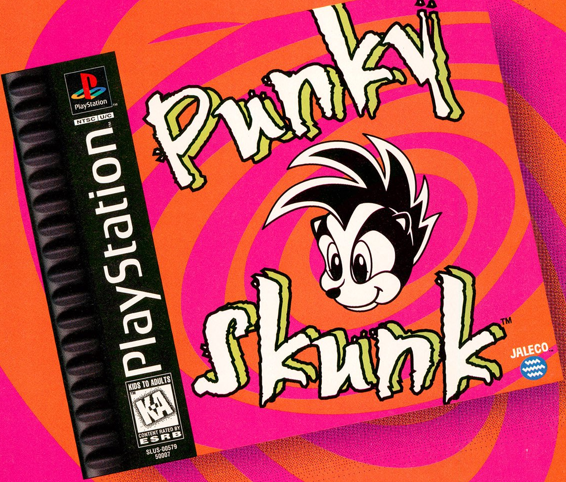
3 ways to reach us

snail mail:
PlayStation Magazine
1920 Highland Ave.
Lombard, IL 60148

fax:
If you need to
reach us now
630 916 7227

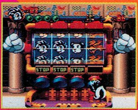
e-mail:
If you need to
reach us even sooner
wataru_maruyama@zd.com

One Wicked Weasel!

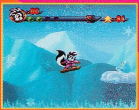

PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
SLUS-00579
50007
Punky Skunk™
JALECO

Over 30 huge levels with multiple pathways and bonus levels!
Think you've played it all?
Think again!
Action packed - in the air, on land and underground, in the water too!
Thrash, skate, dig, glide and jump past legions of mutant mice!
Filled with that classic 2D action that everyone's been talking about!

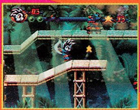
Viva Las Punky



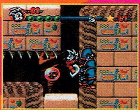
Gettin' Vertical



Aggressive Moves!



Tomb Wader



KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

VISIT

JALECO

PlayStation

Punky Skunk ©1998 Visit Co., Ltd. Presented by JALECO USA. Jaleco and the Jaleco logo are trademarks of Jaleco Ltd. www.jaleco.com
PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Technical Difficulties

Maruyama-san,

I am writing regarding the content of your third issue of *Official PlayStation Magazine*. Your writers generally convey honest opinions of the software they review, and I for one appreciate their candid approach.

Now, I would like to express a different point of view regarding Mr. Brent Butterworth's article on building an audio/video system to enhance one's gaming experience.Surely we agree there can be more than one opinion on the subject and I'd like to share mine: the average guy on the street with a 9 to 5 job and a meager budget.

When it comes to televisions, I disagree that bigger is automatically better, as Mr. Butterworth asserts. Factors such as the consumer's television viewing room come into play and even the largest screen simply will not do if the room is too small. Conversely, even a 35" TV may not fit the bill in a large room. My opinion has always been buy what you like. If you're the frugal type, buy what your eyes tell you is good (picture-wise).

I also disagree with Mr. Butterworth on the features that should be found on an A/V receiver. While Dolby Labs symbol of approval is like the Grade A of electronics, not all receivers are created equally. Simply having the delays sampled from concert halls, theaters and stadiums is not nearly flexible enough to fit a consumer's listening room.

Finite control over delay times and channel gains is essential in my opinion to making a surround sound A/V receiver worth its weight. Without this control, the listener could end up in the "wrong seat" of the house every time he/she turns on the set, if the surround effects are fixed and immovable. I do agree with Mr. Butterworth that loudspeakers are the most important part of a system. They are what make the air vibrate causing sound and without careful choices, speakers can ruin a system. I would advise any reader to take their own music, games or movies with them when sampling speakers. There is no substitute for the sound of your own room, so try to find a store that allows you to listen in as close a room to yours as possible. Even better, find a store with a liberal return policy and take advantage of it to try the speakers in your own home. Again, trust your ears.

I was a little dismayed that Mr. Butterworth failed to mention the dire importance of matching a loudspeaker with an appropriate amount of power.

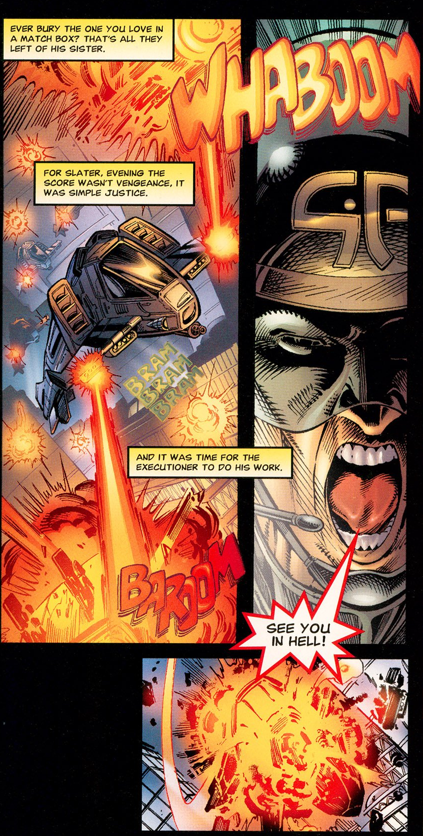
Bookshelf speakers made to accept peak outputs of 50W may be severely damaged when connected to an amplifier capable of much more.

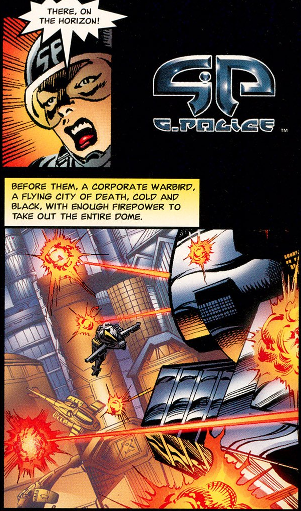
Matching power output of an amplifier with the consumption rate of a speaker set is critical to a usable system.

Once again, thank you for making the Official PlayStation Magazine a reality. I wish you and your staff a happy holiday season and continued success in your work.

John "Scotaku" Scofield
scotaku@juno.com

Brent Butterworth responds:
"TV size is, indeed, very much a matter of opinion. Standards do exist—the Society of Motion Picture and Television Engineers recommends that broadcast TV be watched on a screen that subtends a 15-degree angle of view; the standard for film is 30 degrees. However, there's no standard yet for high-quality video sources like PlayStation and DVD. From considerable personal experience—including three years of living with a 7.5-foot screen in a small apartment—I can tell you that I think it's always better to go bigger. TV prices have fallen so dramatically in the last five years that almost anyone can afford at least a 35-inch set. Regarding control over channel gains and delay times, all Dolby Pro Logic and Dolby Digital receivers offer these features. I'm struggling with the idea of a "wrong seat." Would that be Row C, seat 5? Or Row K, seat 32? Mr. Scofield's statements about speaker power ratings are incorrect, although they express some very popular misconceptions. Audio experts agree that you actually stand a greater chance of damaging a speaker by using an under-powered amp. At a given listening level with a given speaker, a 50-watt amp and a 100-watt amp will put out the same amount of power. However, if it takes 75 watts to drive your speaker to the level you like, the 50-watt amp will distort, and produce a DC signal component that will destroy the speaker drivers. In the same case, the 100-watt amp will produce almost zero distortion. Although you can obviously destroy many small bookshelf speakers by hooking them up to a 200-watt amp and turning it up all the way, almost all of the 200-plus speakers I've tested (regardless of their power rating) were capable of producing 105-decibel peaks in a normal listening room, which is a level 6 to 12 dB louder than most people can tolerate for long. And there's absolutely no way to damage an amp by hooking it up to a speaker with a higher power rating—you could wire up a 20-watt receiver to one of Metallica's PA speakers if you wanted."


EVER BURY THE ONE YOU LOVE IN A MATCH BOX? THAT'S ALL THEY LEFT OF HIS SISTER.
WHABOOM
FOR SLATER, EVENING THE SCORE WASN'T VENGEANCE, IT WAS SIMPLE JUSTICE.
BRAM BRAM BRAM
AND IT WAS TIME FOR THE EXECUTIONER TO DO HIS WORK.
BAROOM
SEE YOU IN HELL!


THERE, ON THE HORIZON!
BEFORE THEM, A CORPORATE WARBIRD, A FLYING CITY OF DEATH, COLD AND BLACK, WITH ENOUGH FIREPOWER TO TAKE OUT THE ENTIRE DOME.

G.POLICE™

www.gpolice.com

G.POLICE
PlayStation

"G Police... one of the most amazing-looking titles ever seen on the PlayStation."
– ELECTRONIC GAMING MONTHLY

You are Jeff Slater, 21st Century cop. Fly your Havoc gun ship on 35 missions through 51 of Callisto's domed environments. You have fly-anywhere 360° maneuverability and tons of firepower. Serve & protect.

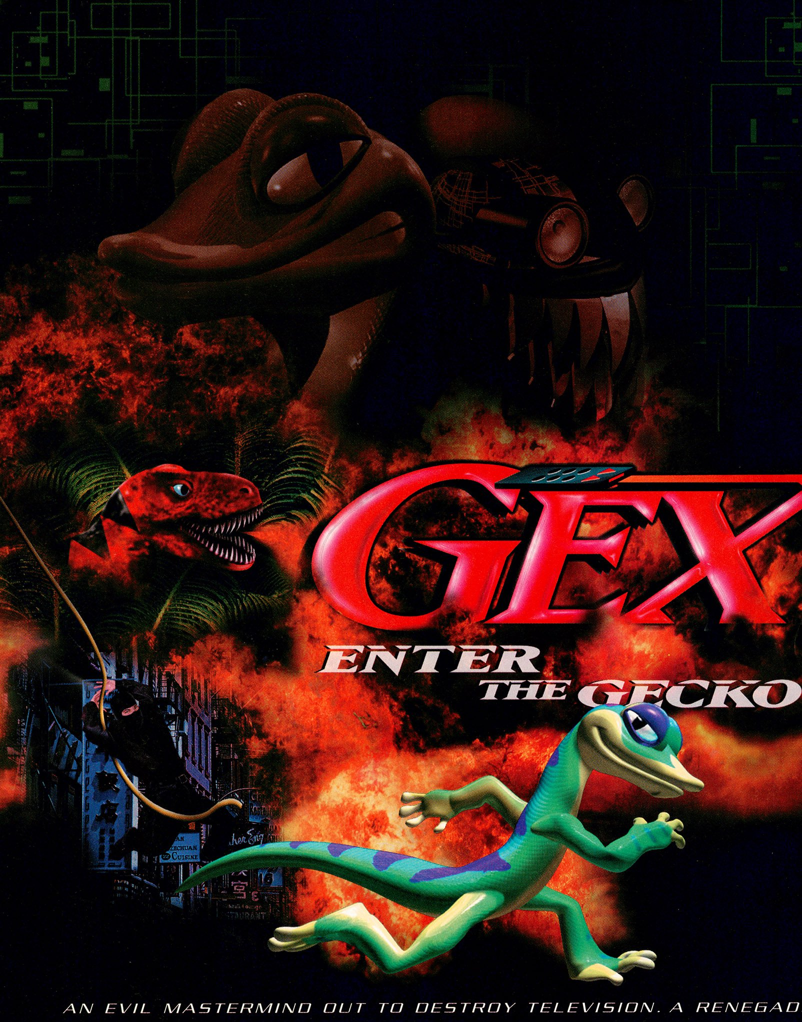
PSYGNOSIS

PlayStation

PC CD ROM

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

G Police, Psygnosis and the Psygnosis logo are trademarks of Psygnosis, Ltd. ©1997 Psygnosis, Ltd. All rights reserved.



AN EVIL MASTERMIND OUT TO DESTROY TELEVISION. A RENEGAD

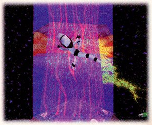
FREE-ROAMING GAME PLAY REVOLUTIONARY **3-D GRAPHICS** FEATURING **WALL-CLIMBING ACTION** AND **TAIL-WHIPPING ATTACK** **OVER 500 CELEBRITY**

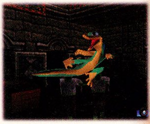
Midway is a registered trademark of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under license from Crystal Dynamics, Inc. Crystal Dynamics, the Crystal Dynamics logo, GEX, and the GEX character are trademarks of Crystal Dynamics, Inc.©1998 Crystal Dynamics Inc. All rights reserved. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1998 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

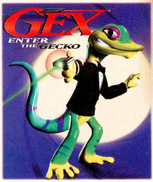
THEY COULD HAVE TAKEN ANYTHING.
HIS HOME.
HIS PRIDE.
EVEN HIS FREEDOM.

BUT THEY TOOK AWAY TELEVISION.

NOW IT'S PERSONAL.







MIDWAY
www.midway.com

PlayStation

NINTENDO64

KIDS TO ADULTS
KA
CONTENT RATED BY ESRB

CRYSTAL DYNAMICS
www.crystald.com

GECKO DETERMINED TO STOP HIM.

PRESSIONS AND SMART-MOUTH REMARKS 360-DEGREE CHARACTER CONTROL

PC/CD-ROM

PlayStation Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

1 NBA Live 98

Publisher: EA Sports
Genre: Sports
Last Month: —
Release Date: Sept 1997

NBA Live 98 is the third EA Sports title to grab the top spot during the five months we've been publishing our PlayStation Top 20 list. Great work, EA!

NEW

2 Crash Bandicoot 2

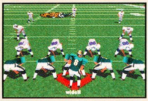
Publisher: SCEA
Genre: Platform
Last Month: —
Release Date: Oct 1997

Thanks in part to a multi-million dollar television ad campaign and some eye-catching packaging, Crash Bandicoot 2 rockets to our number 2 slot.

NEW

3 NFL GameDay 98

Publisher: SCEA
Genre: Sports
Last Month: 2
Release Date: Aug 1997



While football season may be history, SCEA's ground-breaking polygonal pigskin title still seems to have plenty of life left in it. When can we expect 99?

4 Tomb Raider 2

Publisher: Eidos
Genre: Action
Last Month: —
Release Date: Nov 1997

Lara returns with a vengeance at our fourth position. The first Tomb Raider was on the charts for over a year, so count on seeing 2 for a while.

NEW

5 NASCAR 98

Publisher: EA Sports
Genre: Racing
Last Month: 3
Release Date: Sept 1997

NASCAR fans are known to be some of the most loyal in the world of sports. NASCAR 98's continuing strong sales certainly seem to support this.

6 Madden NFL 98

Publisher: EA Sports
Genre: Sports
Last Month: 4
Release Date: Aug 1997

Madden's continuing strong sales helped make Electronic Arts the number-three software publisher in the land, behind Nintendo and SCEA.

7 Final Fantasy VII

Publisher: SCEA
Genre: RPG
Last Month: 1
Release Date: Aug 1997

The title voted "Game of the Year" by the *OPM* staff may have dropped a few spots but still reigns as the best-selling RPG of the month.

8 Crash Bandicoot

Publisher: SCEA
Genre: Platform
Last Month: 6
Release Date: Sept 1996

Perhaps enjoying a boost in popularity from Crash 2, the economically priced Crash Bandicoot seems to keep going and going.

9 Jet Moto 2

Publisher: SCEA
Genre: Racing
Last Month: —
Release Date: Nov 1997

The last Singletrac game to be published by SCEA barely sneaks into our top 10, while Critical Depth is nowhere to be found.

NEW

10 Jampack Vol.2

Publisher: SCEA
Genre: Sampler
Last Month: —
Release Date: Oct 1997

Apparently lots of gift givers felt this economically priced sampler made the perfect stocking stuffer, as Jampack 2 comes in at number 10.

NEW

11 Jet Moto

Publisher: SCEA
Genre: Racing
Last Month: 11
Release Date: Nov 1996

CHECKPOINT

Apparently the release of Jet Moto 2 did little to dent the sales of the original, as Jet Moto holds steady at our 11 spot.

12 Nightmare Creatures

Publisher: Activision
Genre: Action
Last Month: —
Release Date: Oct 1997

London is under siege, and it looks like plenty of PlayStation owners are answering the call as Nightmare Creatures enters the charts.

NEW

Send your votes for the readers' 10 most wanted games to:
Official PlayStation Magazine
Attn: Readers' 10 Most Wanted
1920 Highland Ave.
Lombard, IL 60148
or e-mail us at: bob_conlon@zd.com

13 WCW vs The World

Publisher: T*HQ **Last Month:** —
Genre: Wrestling **Release Date:** Mar 1997

RE-ENTRY

After a two-month absence, T*HQ's year-old wrestling title returns to our Top 20. Count on seeing WCW Nitro in a future list.

14 Frogger

Publisher: Hasbro Int. **Last Month:** –
Genre: Platform **Release Date:** Oct 1997

NEW

Revived and rebuilt, Hasbro's mean green machine hops to it at our number 14 spot, but will Frogger have the legs to last?

15 Bushido Blade

Publisher: SCEA **Last Month:** 7
Genre: Fighting **Release Date:** Oct 1997

Bolstered by strong word of mouth, Squaresoft's and SCEA's unconventional weapon-based fighter still has plenty of life left in it.

16 Fighting Force

Publisher: Eidos **Last Month:** —
Genre: Fighting **Release Date:** Oct 1997

NEW

While Lara grabbed all the headlines, another Eidos title, Fighting Force, quietly sold enough copies to enter our Top 20 at number 16.

17 NHL 98

Publisher: EA Sports **Last Month:** 9
Genre: Sports **Release Date:** Sept 1997

The fourth EA Sports title on this month's charts, NHL 98 falls eight slots to no. 17. It looks like EA really has a lock on the sports genre.

18 Resident Evil: Director's Cut

Publisher: Capcom **Last Month:** 5
Genre: Adventure **Release Date:** Sept 1997

Now that the flack over the missing footage has died down, plenty of people seem to be discovering DC is actually a pretty good game.

19 The Lost World: Jurassic Park

Publisher: Electronic Arts **Last Month:** 14
Genre: Platform **Release Date:** Aug 1997

Although lambasted by the critics, The Lost World: Jurassic Park demonstrates a hot movie license can still go a long way.

20 Croc: Legend of the Gobbos

Publisher: Fox Interactive **Last Month:** 20
Genre: Platform **Release Date:** Oct 1997

Fox Interactive's loveable crocodile continues to cling onto the 20th spot, but does he have the strength to last another month?

Source: NPD TRSTS Video Games, Nov 2-29, 1997
Call them at (516) 625-0700 for questions regarding this list.
Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Tekken 3** Check out our two-page preview for the latest on this hotly anticipated title.
2. **Bloody Roar** The first of two new fighters from SCEA has piqued everyone's interest.
3. **Parasite Eve** Square's first foray into the horror genre mixes FFVII with Resident Evil.
4. **Jedi Knight** Great reviews of the PC version have sparked interest in a PS port.
5. **Vigilante 8** Twisted Metal fans are eager to take this one out for a spin.
6. **Cardinal SYN** This dark, complex, unusual new fighter looks impressive so far.
7. **WCW Nitro** Wrestling fans just can't get enough of T*HQ's WCW license.
8. **Gran Turismo** The most realistic-looking racer yet should be headed our way soon.
9. **NFL Blitz** A port of Midway's gridiron brawler was in the planning stages at press time.
10. **Mega Man NEO** The Blue Bomber's first 3-D title will be headed Stateside soon.

Editors' Top 10

What we've been playing instead of working

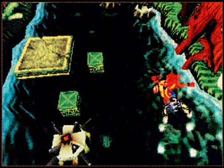
1. **Micro Machines** Wat "Cherry" Maruyama triumphed in the unusual Multiplayer Mode
2. **Resident Evil 2** The new intro cinemas had us all captivated from the start.
3. **Alundra** Since his memory card got stolen, Dave got to play through this one twice!
4. **Broken Sword** Read the review to see why Joe's been showing everyone his tool.
5. **Need for Speed III** Even with only one level playable so far, this one looks hot.
6. **Bloody Roar** The fast-paced, face-chomping goodness gets our adrenaline pumping.
7. **Final Fantasy Tactics** As time-consuming as it is involving, this one's an easy pick.
8. **AGH: Atari 2** So far the best compilation of arcade nostalgia for our editors.
9. **Dark Reign** Joe's been slaughtering *EGM*'s editors in this realtime PC strategy hit.
10. **Checkers** Well, Din had to do *something* on his honeymoon...

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

NAUGHTY DOG

UNIVERSAL

UNIVERSAL
INTERACTIVE STUDIOS



PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Crash Bandicoot 2: Cortex Strikes Back™ & ©1997 Universal Interactive Studios, Inc. All rights reserved. Developed by Naughty Dog, Inc. All rights reserved. **www.playstation.com**

Crash is back. And he's all pumped-up and ready to rumble.

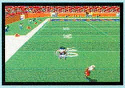
This time, Crash will have to work his way through huge, all new 3-D environments. He'll fly with a jetpack, surf on a jetboard and saddle up a polar bear cub. He's got new moves, he'll meet new characters and he'll face plenty of dangerous new obstacles. It won't take long to realize: Only the strong survive.

CRASH BANDICOOT 2
CORTEX STRIKES BACK

PlayStation

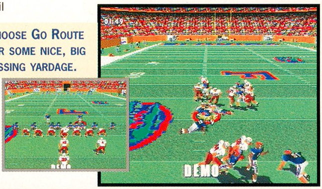
GameBreaker 98

SCEA breaks the field wide open



Sony Computer Entertainment America's latest gridiron challenge is a big-action thriller called NCAA GameBreaker 98. Pitting the college heroes of the Florida Gators against the Nebraska Cornhuskers, this demo is two minutes of the most high-intensity football you'll see on any console (at least until Midway's NFL Blitz hits your television).

At first glance, it may seem like your average game of football, but try giving the ball to one of the fellows whose number comes up in yellow. These are the GameBreakers, the players who symbolize the stars of the game of college football. They will run faster, hit harder and catch better than anyone else on the team. Using these players makes it significantly easier to work a passing game than you'll find in, say, SCEA's other football title, NFL GameDay 98. So pass early, and pass often; always go for it on fourth down (well, almost always); and try to lateral the ball (R1 or L1) if you find yourself in a tight spot. And remember, it's only a game...



Choose Go Route for some nice, big passing yardage.

up	move up
jump/block	△
down	move down
change player/sp.	○
left	move left
tackle/dive	☐
right	move right
snap/speed burst	✕
R1	swim move/pitch
swim move/pitch	L1
R2	forearm/stiffarm
forearm/juke	L2

STATS:

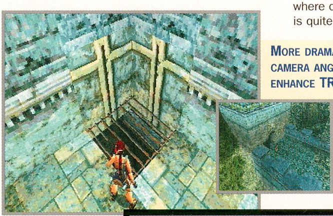
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Football	1-8	100%	Now	SCEA	SISA

Tomb Raider 2

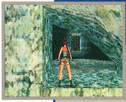
Get ready for a whole new adventure

So you think you're a Tomb Raider pro, eh? Well, Eidos thinks otherwise, and they're prepared to put you through 16 agonizing levels to prove it. Now, fortunately for your social life, this demo includes only one segment of the first level, but the developers have stepped up the challenge a bit right from the start. Once Lara emerges from the cave which begins the level (a feat which some may find challenging in itself), she works her way up to the top of the Great Wall of China. Once there, you'll be faced with a locked door and a smug look from the developers. Before you start getting all crazy, take a close look over the edge to your right. There's a pool down there—and doesn't it seem to line up nicely with the steeply angled slope gouged out of the middle of the Wall? You'll find what you're looking for somewhere down there; finding your way back up is quite another story altogether.

Veterans of the first Tomb Raider, take note: The default button configuration has changed slightly to allow for the Flares button. Familiarize yourself with the new layout before you find yourself out of flares; you'll want them to get a better look into the dark corners. Happy travels.



More dramatic camera angles enhance TR2.

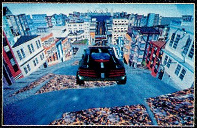


up	forward
draw weapon	△
down	backward
roll	○
left	turn left
jump	☐
right	turn right
action	✕
R1	walk
look	L1
R2	sidestep
draw/throw flare	L2

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Adventure	1	100%	Now	Eidos	Core

THIS
COULD
HURT.



Okay, so you're flying through the city of San Francisco hitting a heart-pounding speed of 160 mph. But up ahead is Lombard Street -- famous for its many curves.

Should you slow down? Or push the pedal? We suggest you nail it. Because you're in San Francisco Rush, the most awesome racing game to ever come home. There

are shortcuts. Hidden keys to help you find cool cars and even more shortcuts. And, of course, speed, air and totally awesome crashes. So bring home San Francisco Rush today. It won't hurt as much as you think.

San Francisco RUSH™ EXTREME RACING

"What makes San Francisco Rush a great game is its pure, raw, unadulterated fun."
Ultra Gameplayers

"San Francisco Rush is a game that's all about air. Not hot air...but real air."
Game Informer Magazine

MIDWAY®

CD-ROM NINTENDO64 PlayStation™ KIDS TO ADULTS K-A CONTENT RATED BY ESRB

San Francisco Rush Extreme Racing™©1997 Atari Games Corporation. All rights reserved. San Francisco Rush Extreme Racing is a trademark of Atari Games Corporation. Distributed by Midway Home Entertainment Inc. under license. ©1997 Midway Home Entertainment Inc. Midway is a registered trademark of Midway Games Inc. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1997 Nintendo of America Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. 5411-97R

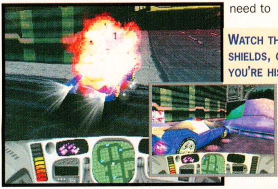
Crime Killer

You'll get spoiled by the speed

So you think all driving games are the same, do you? Think again. Crime Killer is one of the quickest, most challenging driving titles the PlayStation has ever seen. It's more a game of auto combat than a racer, but you will need to use all of your finely tuned driving skills to beat this demo.

The most difficult part of the demo is trying to nail the airborne vehicles ("Wings") as they come streaking above you. Here's a bit of advice: Make sure you're on a straightaway before even trying to take them out; otherwise they'll bank right out of harm's way.

Also, make copious use of the U-turn button. Often, an enemy will shoot by heading in the opposite direction; if you don't turn quickly, you'll lose him for sure. Try hitting the Triangle button just as you're nearing the top of a hill for a particularly nifty effect. Don't you wish all driving games ran at 60 frames per second?



WATCH THOSE SHIELDS, OR YOU'RE HISTORY.

up	not used
△	180-degree turn
down	not used
○	non-lethal weapon
left	turn left
□	accelerate
right	turn right
✕	brake/reverse
R1	fire main weapon
L1	change view
R2	fire aux. weapon
L2	speed burst/siren

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	90%	March	Interplay	Playlogic

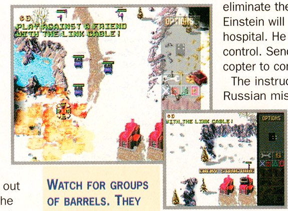
Command & Conquer: Red Alert

It came; it saw; it conquered

Command & Conquer practically defined the genre of real-time strategy. Now, with the PlayStation release of C&C: Red Alert, they have refined the genre.

This demo includes the first Allied mission as well as the first Soviet mission. In the first mission (the Allied side), you are told to have your demolitions expert Tanya take out the western power buildings (the ones with the two smokestacks). It's not quite that simple; you'll first need to bring your jeeps and men in or she'll get creamed by enemy soldiers, ending your mission. Once you eliminate the Russian infantry, Einstein will emerge from the hospital. He is now under your control. Send him into the helicopter to complete the mission.

The instructions for the Russian mission are also a bit misleading. You'll need to send your dogs to the east to free some of your men first. Then take these infantrymen a bit south to attack the flammable barrels to the south and west. These will remove the machine gun turret, allowing you to proceed. Keep track of your reinforcements; the first batch that arrives will indicate the direction you'll need to follow to find the hidden spy. There's more to it, but you didn't think we'd give it all away, did you? Have fun.



WATCH FOR GROUPS OF BARRELS. THEY BLOW UP NICELY.

AVAILABLE NOW!
AT RETAILERS EVERYWHERE
OPTIONS

up	move cursor
△	open sidebar
down	move cursor
○	cancel action
left	move cursor
□	switch cursor
right	move cursor
✕	select unit
R1	speed up cursor
L1	not used
R2	not used
L2	not used

STATS:

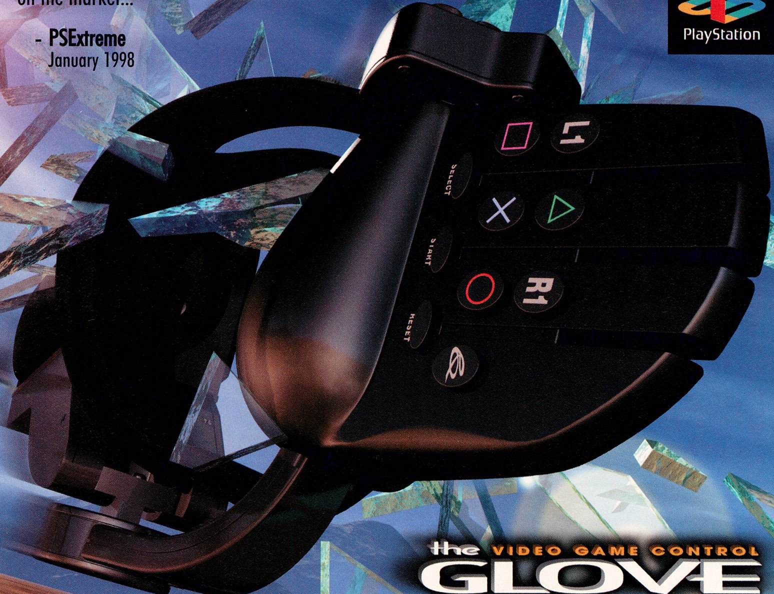
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Strategy	1 or 2	100%	Now	Virgin	Westwood

BREAKTHROUGH

" Easily the most innovative product on the market... "

- **PSExtreme**
January 1998

PlayStation™



the VIDEO GAME CONTROL GLOVE

ENTER A NEW ERA OF GAMING CONTROL

- COMPATIBILITY: **100% compatible with PlayStation™ games**
- CONTROL: **One hand intuitive gaming control with three modes: digital, analog, and simulated analog**
- DIRECTION: **No need to aim**
- SPEED: **Superior quickness executing combination moves**
- ENDURANCE: **Tested at over 1,000,000 cycles**
- CONFIGURATION: **A choice of three different button layouts, three sensitivity settings, and y-axis (up/down) control**

AVAILABLE AT FINE RETAILERS EVERYWHERE

FOR MORE INFORMATION AND AVAILABILITY, CHECK OUT
WWW.THEGLOVE.COM **OR CALL** 1-888-96-GLOVE

REALITY QUEST™

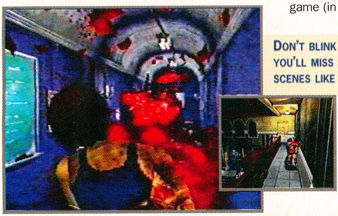
and Reality Quest are trademarks of Reality Quest Corporation.

Produced under license by Sony Computer Entertainment America for use with the PlayStation game console. **PlayStation** and the **PlayStation** logo are trademarks of Sony Computer Entertainment Inc.

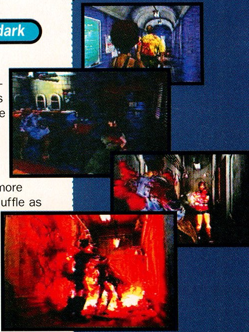
Resident Evil 2

Another reason to be afraid of the dark

We can't quite decide whether the excessively dark presentation of the RE2 demo Capcom provided was a conscious decision to create even more atmosphere, always keeping the viewer slightly off-balance...Regardless, the demo is a fair sampling of events throughout the game (in terms of content, not graphic quality; the game's graphics are even better than the first). Check out the new, more believable zombie shuffle as they stumble toward their hapless victims, and the scant use of lighting in the fiery scene—not to mention the new machine gun! We're happy to say that this is one game that's turning out to be worth the wait.



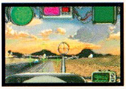
DON'T BLINK OR YOU'LL MISS GREAT SCENES LIKE THIS.



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Adventure	1	100%	Now	Capcom	Capcom

Vigilante 8

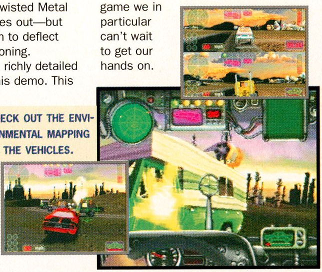


A little case of vehicular homicide

Twisted Metal it ain't, that's for sure. Oh, on the surface Vigilante 8 may appear to be similar, and it's certainly familiar enough to tide Twisted Metal fans over until TM3 comes out—but it's also different enough to deflect accusations of bandwagoning.

Take, for example, the richly detailed environment shown in this demo. This is but one of a number of similarly detailed arenas, with features ranging from snow-covered slopes to waterlogged canals to two-story-high ramps which help drivers catch *big* air. You'll also notice (even given the inevitable slight loss of resolution a video like this suffers from), that special effects are more detailed and more realistic. This is one game we in particular can't wait to get our hands on.

CHECK OUT THE ENVIRONMENTAL MAPPING ON THE VEHICLES.



DEMO DISC PRODUCERS
Jon Manahan
Gary Barth
Perry Rodgers
PRODUCT MANAGER
Shelley Ashitomi
EXECUTIVE PRODUCER
Andrew House
AUDIO
Buzz Burrowes
MUSIC COMPOSITION
Nathan Brenholdt
TEST MANAGER
Mark Pentek
LEAD TESTERS
Ben Briones
Kenneth Chan
Charles DeLay
PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.

LEAD PROGRAMMER
Avery Lodato
3-D ARTIST
Sonia Ivonett
PRESIDENT
Katherine Williams
TECHNICAL DIRECTOR
Tim Edwards
CD INTRODUCTION BY
CINEMA DIGITAL IMAGING, INC.
PRESIDENT
Dave Fisher
ANIMATOR
Kurt Rauer
CG MODELLERS
Chris Burnbaum
Matt Eskew
EDITOR
Ryan Ramirez
SPECIAL THANKS
Karen Borowick
David Greenspan
Kerry Hopkins
Ninalei Morrison
Michelle Postrado
Riley R. Russell

***OPM* Demo Disc** is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors. See individual screens for details.
©1998 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1 or 2	90%	March	Activision	Activision

PlayStation
WCW
NITRO
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
THQ
NASH
HALL
LEX LUGER
STING
HOLLYWOOD
RIC FLAIR

too much for you?

Over 20 WCW and NWO superstars
with all of their special moves & taunts,
awesome tag team action,
real ring announcers and theme music,
"run-in" match disruptions,
hidden characters including managers...
It's enough to make
your head swim.

"The most true-to-life wrestling game on the market!"
– Gamespot

Featuring: Hollywood Hogan,
"Macho Man" Randy Savage,
Lex Luger, Syxx, Ric Flair,
Sting, The Giant, Dean Malenko,
and many more!
Get beaten by the best!

THQ Inc.
www.thq.com
www.WCWwrestling.com
Visit your local retailer or call
1-818-225-5167 for orders only

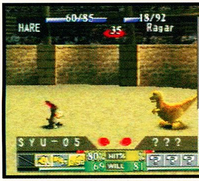
WCW NITRO © 1997 World Championship Wrestling/NWO/THQ Inc.
All Rights Reserved. PlayStation and the PlayStation logos are
trademarks of Sony Computer Entertainment Inc.

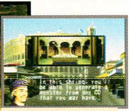
Monster Rancher

An early entry for Odd Game of the Year

Tecmo, creators of the unusual strategy hit Deception, have given birth to a new oddity. Monster Rancher scans any CD to produce a unique creature which must then be trained, disciplined and carefully raised, with the ultimate goal of competing in a series of prestigious tournaments. Something like a Tamagotchi raised to the *n*th power, these little monsters will soon endear themselves to you with their realistic reactions to your rewards and punishments.

Once you enter your creature into a tournament, you have the option of controlling him during each fight or letting him slug it out on his own. How you raise him will determine which mode suits him best. (Check out this month's Tricks section for some unusual monster combinations!)





In this Shrine you'll be able to generate a monster from any CD that you may have.

THE MONSTERS REALLY DO CHANGE FROM CD TO CD.

Aug/2
Apr/4
Schedule
Item
Data
Save
Town

STATS:

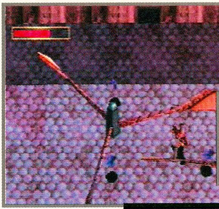
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Strategy	1 or 2	100%	Now	Tecmo	Tecmo

Pitfall 3D

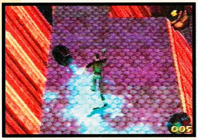
Another reincarnated classic returns

Yes, Pitfall Harry is indeed on his way back, in an adventure more expansive than any of his previous roles. He now races through multileveled, three-dimensional dungeons and caverns littered with traps, gems and strange beasts—in addition to the familiar scorpions, swinging vines and yawning pits which have remained a staple of the series from its inception on the Atari 2600 many years ago. This demo includes scenes from each of the game's levels, including quick glimpses of a couple Boss areas. The huge glowing ice-rink-like pond, for example, requires Harry to dodge the Boss' attacks while slipping and sliding his way to four valves in the room's corners. The idea is to finally drown the Boss in the pool of luminescence.

Having been under development for quite some time now, Pitfall 3D has slowly but surely progressed into the game you see on the disc. See this month's preview for a more in-depth update.



THE GAME IS A MIX OF PLATFORMER AND ADVENTURE.



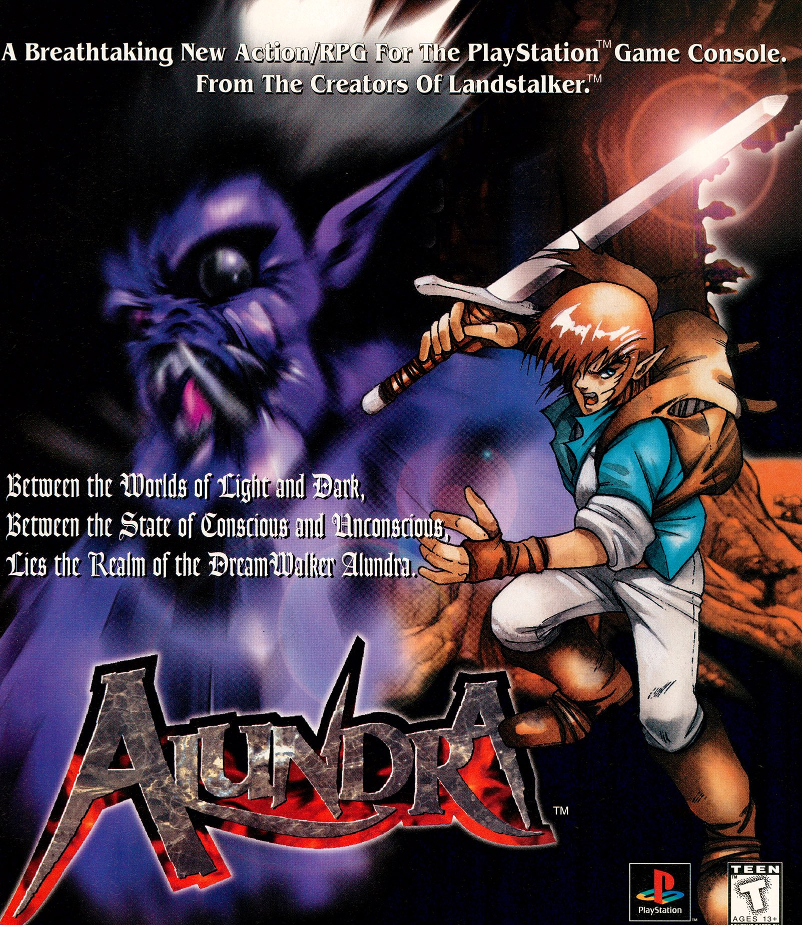
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Adventure	1	90%	March	Activision	Activision

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the *Official PlayStation Magazine* that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



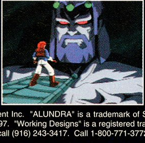
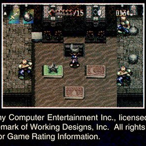
A Breathtaking New Action/RPG For The PlayStation™ Game Console.
From The Creators Of Landstalker.™

Between the Worlds of Light and Dark,
Between the State of Conscious and Unconscious,
Lies the Realm of the DreamWalker Alundra.

ALUNDRA™

PlayStation™

TEEN T AGES 13+ CONTENT RATED BY ESRB

WORKING DESIGNS®

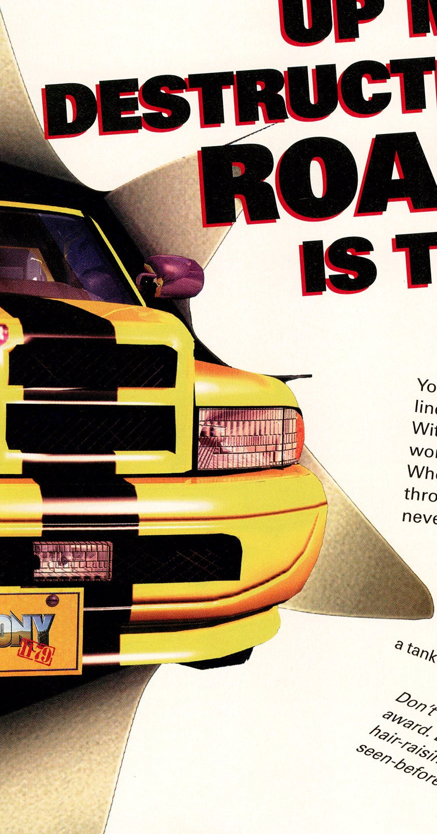
Our games go to 11!™

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. "ALUNDRA" is a trademark of Sony Computer Entertainment Inc., licensed by Working Designs. Original Game © Sony Computer Entertainment Inc./Matrix 1997. English Translation © Working Designs 1997. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. Landstalker is a trademark of SEGA Enterprises, LTD. Combatting wetness, one dream at a time! For a dealer near you, call (916) 243-3417. Call 1-800-771-3772 for Game Rating Information.

FELONY 11-79™

TOTAL TIME
02:07:46
TIME LIMIT
173 sec
TOTAL AMOUNT
$138,200
TOTAL TIME
00:26:60
TIME LIMIT
274 sec
TOTAL AMOUNT
$186,684
$50,000
FENCE
POLICE CAR
FENCE
POLICE CAR
TIME LIMIT
272 sec
TOTAL AMOUNT
$153,624
$1,000
CHAIR
STAND
TOTAL TIME
02:50:70
TIME LIMIT
100 sec
TOTAL AMOUNT
$199,000
TOTAL AMOUNT
$1,141,573
$5,000
FENCE
FENCE
FENCE
TOTAL TIME
01:37:40
FLOWE
FUEL
DAMAGE

YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.



You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a bad-ass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.

PlayStation™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

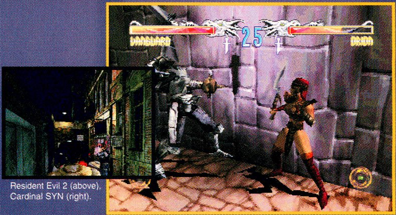
ASCII
ENTERTAINMENT

© 1997 YANOMAN GAMES © 1997 CLIMAX. All rights reserved. ASCII Entertainment, Felony 11-79, and the Felony 11-79 logo are trademarks of ASCII Entertainment Software, Inc. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All other brand and product names are trademarks or registered trademarks of their respective holders.

COMING SOON

Available now

Atari Collection 2	Midway	Jan.	Compilation
Auto Destruct	EA	Jan.	Action/Driving
Batman & Robin	Acclaim	Jan.	Action
Cardinal SYN	SCEA	Jan.	Fighting
Deathtrap Dungeon	Eidos	Jan.	Adventure
Gex: Enter the Gekko	Crystal Dynamics	Jan.	Platform
Lode Runner	Natsume	Jan.	Action
Nagano Winter Olympics '98	Konami	Jan.	Sports
NBA in the Zone '98	Konami	Jan.	Sports
Point Blank	Namco	Jan.	Light Gun
Power Soccer 2	Psygnosis	Jan.	Sports
Ray Tracers	T*HQ	Jan.	Action/Driving
ReBoot	EA	Jan.	Action
Resident Evil 2	Capcom	Jan.	Adventure
Shadow Master	Psygnosis	Jan.	Shooter
Tactics Ogre Battle	Atlus	Jan.	Strat/RPG
Theme Hospital	EA-Bullfrog	Jan.	Simulation
WCW Nitro	T*HQ	Jan.	Wrestling
Youngblood	GT Interactive	Jan.	Strategy



Resident Evil 2 (above), Cardinal SYN (right).

15 Laps Left

Above:Final Fantasy Tactics, Right:Crime Killer

Broken Sword	T*HQ	Feb.	Adventure
Clay Fighter Extreme	Interplay	Feb.	Fighting
Constructor	Acclaim	Feb.	Simulation
Crime Killer	Interplay	Feb.	Action/Driving
Dead or Alive	Tecmo	Feb.	Fighting
Final Fantasy Tactics	SECA	Feb.	Strategy/RPG
Klonoa	Namco	Feb.	Platform
NCAA March Madness '98	EA	Feb.	Sports
Pitfall 3D	Activision	Feb.	Platform
Punky Skunk	Jaleco	Feb.	Platform
Risk	Hasbro Interactive	Feb.	Simulation
Road Rash 3	EA	Feb.	Action/Racing
San Francisco Rush	Midway	Feb.	Racing
Skullmonkeys	EA	Feb.	Platform
VR Sports Powerboat Racing	Interplay	Feb.	Racing
X-Men: Children of the Atom	Acclaim	Feb.	Fighting

MARCH

Blasto	SCEA	March	Action
C	Konami	March	Action
Diablo	EA	March	Action/RPG
Elric	Psygnosis	March	Adventure
HardBall 6	Accolade	March	Sports
Jack Nicklaus Golf	Accolade	March	Sports
Mega Man Neo	Capcom	March	Action
NBA Shootout 98	SCEA	March	Sports
Newman/Haas Racing	Psygnosis	March	Racing
Ninja	Eidos	March	Acton
Running Wild	Universal Studios	March	Racing
SaGa Frontier	SCEA	March	RPG
Sentinel 2	Psygnosis	March	Strategy
TNN Motorsports Hardcore 2	ASC Games	March	Sports
Vigilante 8	Activision	March	Action
Wreckin' Crew	Sir Tech	March	Racing

0022750 1UP 30m00s 2UP 0000000
x3 x0

Mega Man Neo (above), Ninja (left).

Future Releases

1 PLAYER 19' 21"83
PRESS START
ROUND 1

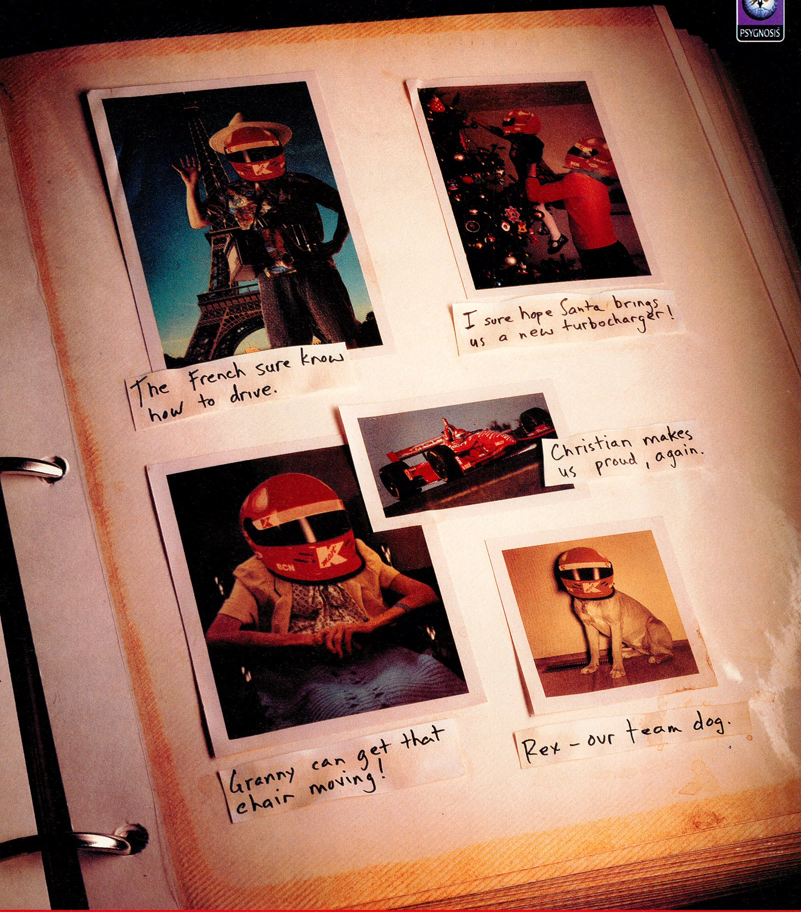
Bloody Roar

Tekken 3	Fighting
Metal Gear Solid	Action/Adventure
Mortal Kombat 4	Fighting
WWF Warzone	Wrestling
NFL Blitz	Sports
Psybadek	Racing
Rascal	Action/Adventure
Fifth Element	Action/Adventure
Bloody Roar	Fighting
MediEvil	Action/Adventure
Rapid Racer	Racing
Aliens Resurrection	Action
Z-Axis Soccer	Sports
Mace: The Dark Age	Fighting
Wayne Gretzky 3D Hockey	Sports
Men in Black	Action/Adventure
Risk	Strategy

16/16 0:54 1/3
0'04"06
0'04"06

Rapid Racer

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.


The French sure know how to drive.
I sure hope Santa brings us a new turbocharger!
Christian makes us proud, again.
Granny can get that chair moving!
Rex - our team dog.

Join America's favorite racing family.

Newman/Haas Racing.
We've got racing in our blood.

NEWMAN HAAS RACING
a winning indy car tradition

racing.psygnosis.com

© 1997 Psygnosis Ltd. Psygnosis and the Psygnosis logo are ™ or ® and © 1990-7 Psygnosis Ltd. Developed by Studio 33 (UK) Ltd. in conjunction with Bizarre Creations. Newman Haas is a trademark of Newman/Haas Racing. Real tracks and drivers appear under licence. "(PS)" and PlayStation are trademarks of Sony Computer Entertainment Inc. ALL RIGHTS RESERVED

The real wheel

PlayStation

Officially licensed by PlayStation!

Complete steering wheel, accelerator, brake and stick shift system! 4-way D-pad plus 8 programmable digital action buttons. Incredible 270º wheel rotation.

Also available for Nintendo 64 with built-in Force Pack!

© 1997 Mad Catz Inc. Mad Catz™ and the Mad Catz logo are trademarks of Mad Catz Inc. All other trademarks and/or registered trademarks are property of their respective owners.
PlayStation™ and the PlayStation logo are trademarks of Sony Computer Entertainment America. Nintendo 64® is a registered trademark of Nintendo of America, Inc.

MACHINE EDGE
TIRE TECH
SPECIAL
Team
mad catz

Sometimes, to achieve perfect control, you've got to get a little out of control.
We at Team Mad Catz take pride in going the distance for you and your game.
You want perfect replication of the high-speed driving experience. We got it.
The real wheel — for PlayStation, Saturn and Nintendo 64. By any means necessary.

MAD CATZ™

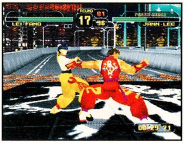
www.madcatz.com

Previews

The latest on the newest

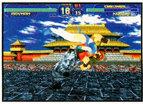
Dead or Alive

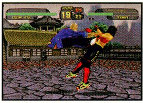
The arcade hit comes home



When Tecmo's Dead or Alive made its arcade debut in November of 1996, Japanese and American gamers alike were wowed by the game's impressive 3-D graphics, which were powered by Sega's mighty Model 2 arcade board, the same technology behind the ground-breaking Virtua Fighter 2; however, Dead or Alive became famous (or infamous) for an entirely different (and decidedly low-tech) reason: Male gamers couldn't seem to take their eyes off Dead or Alive's extremely well-endowed female fighters, whose chests seemed to be in perpetual motion. When asked about the subject, Dead or Alive producer and lead programmer, Tomonobu Itagaki was surprisingly candid. "[We did it] to get people's attention...When we were still in the research stages of developing Dead or Alive, we looked at 2-D and 3-D fighters. In the 2-D action games, 'bouncing' was almost a mandatory feature, but nobody bothered to adopt it on the 3-D side. So we said, 'why not?'"

Unfortunately, Dead or Alive's gameplay proved to be less captivating. When blockbuster sequels such as Tekken 3, Virtua Fighter 3 and Street Fighter III appeared on the scene, many of Dead or Alive's fans quickly moved onto greener, albeit flatter, pastures. According to Itagaki-san, "Graphically we achieved our goal [of surpassing Sega's Virtua Fighter 2], but unfortunately we were not satisfied with gameplay. We felt that VF2 was still more fun to play."

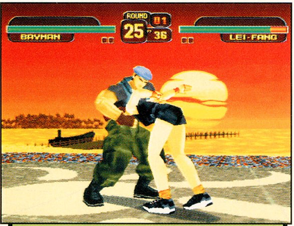




So, rather than produce a carbon copy of the arcade version, Tecmo strove to improve Dead or Alive for its Sega Saturn release. While the game's 3-D

THE COLOR SCHEMES BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

- •Action/Adventure
- •Fighting
- •Sports
- •RPG
- •Puzzle/Strategy
- •Platform



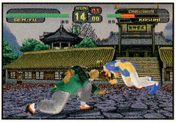
Like Tekken's masked grappler, King, military strongman Bayman's most complicated throws require a series of key commands to perform.

backgrounds had to be sacrificed, Dead or Alive for Saturn boasted better maneuverability, a controllable end-Boss, new character costumes and customizable rings. The game garnered impressive reviews from the Japanese press and was eagerly snatched up by Saturn owners disappointed by Sega's decision not to release a home version of Virtua Fighter 3.

The PlayStation version of Dead or Alive, slated for a February release, promises to be even better. All of the main arcade team members have signed onto the project, which Itagaki feels "is much closer to the world of Dead or Alive 2." An entirely new soundtrack was created, and two new characters were added, raising the total to 11. Additionally, all existing characters received new moves, higher polygon counts, and even more alternate costumes. Tecmo was able to coax such extras out of the PlayStation by exclusively using assembly programming . "Game consoles," according to Itagaki, "are a lot like people. Kind of like HAL in *2001*, each console has a distinct personality. As we develop the PlayStation version, we are finding many ways to develop a program which fits the individual personality of the PlayStation console."

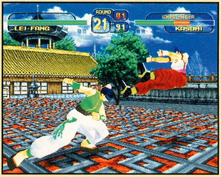
CHARACTER SELECT
ZACK
GEN·FU

17
32
GEN-FU
KASUMI



So what was the result of this anthropomorphic personality analysis? In Itagaki's estimation, Dead or Alive for PlayStation is "fun, evocative [and] deep..." What sets Dead or Alive's gameplay apart is its unique hold function, which, according to Itagaki, resembles the children's game "Rock, scissors, paper," the original "digital" combat game. As Itagaki elaborates, "In other fighters, sometimes a player can do nothing but be beaten up badly; however, in Dead or Alive, with the hold function, players have a chance to to reverse attacks [rock beats scissors, scissors beats paper...] and turn things around."

Like Virtua Fighter 2, Dead or Alive's controls are based on an intuitive three-button scheme, which allows gamers to reel off combos with devastating speed and ferocity. Unlike VF2, Dead or Alive's third button (the other two are Kick and Punch) is Evade rather than Block. This allows the player to sidestep attacks while utilizing more of the playfield. Stray too far from the center, however, and you'll encounter Dead or Alive's unique exploding ring perimeters, located outside the traditional inner ring. If you are knocked from your feet while standing on this exploding perimeter, your character is violently catapulted into the air, leaving you open to juggling moves. As you can well imagine, fortunes can turn



After venturing out onto the exploding perimeter, Kasumi will be in a world of hurt when she comes down from orbit.

Unlike Virtua Fighter or Toshinden, Dead or Alive's matches don't end when one character strays from the ring. Rather, they may continue, as both competitors continue to grapple on Dead or Alive's exploding ring perimeters. While it's safe to simply walk or jump on these, they will blast your character up into the air if your character is thrown or knocked down on them, leaving you vulnerable to juggling moves. Matches can end in ring outs if one or both competitors continue journeying outward.

In addition to varying ring sizes, you can also unlock the option of battling on a giant exploding floor that contains no safe area!

BAYMAN
27
21
KASUMI
BAYMAN
13
48
TINA

THANKS TO THE SKILL OF TECMO'S PROGRAMMERS, WHO PROGRAMMED D.O.A. ENTIRELY IN ASSEMBLY, THE GAME RUNS AT AN IMPRESSIVE 60 FRAMES PER SECOND WITHOUT EXPERIENCING A DROP IN RESOLUTION. IT IS NOT KNOWN, HOWEVER, IF THE PLAYSTATION VERSION WILL HAVE 3-D BACKGROUNDS.

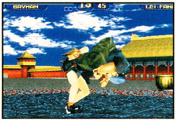
Could Tina be the next Lara Croft?

quickly outside of the ring, adding to the game's unpredictability. If you stray even further outward, your character ultimately will fall out of the ring, resulting in a loss of the round.

Unfortunately, the game's cast of characters aren't quite as original as the exploding boundaries. In fact, you may experience an acute case of deja' vu while playing Dead or Alive. Lei Fang bears an uncanny resemblance to VF2's Pai Chan. (Her background is almost identical, too.) Genfu is the stereotypical fighting game wily old man, while Bayman is a military strongman with an impressive array of wrestling holds and throws. More original is Zack, who's colored hair and shades make him a dead ringer for the Chicago Bulls' Dennis Rodman. Fans of Tecmo's classic Nintendo Entertainment System (NES) series Ninja Gaiden will be excited to learn Ryu Hayabusa returns for Dead or Alive in full ninja garb. He materializes in a whirl of cherry blossoms and attacks with cat-like quickness. Don't count on using any ninja stars or other projectiles, however; all of Dead or Alive's characters, even end-Boss Raidou, attack solely with real martial arts moves.

LEI-FANG
27
JANN-LEE

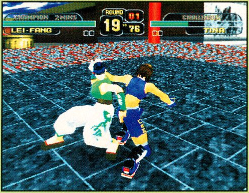
LEI-FANG
25
TINA



To pack in as many moves as possible, Dead or Alive's programmers had to compensate for the PlayStation's limited RAM. "The problem with insufficient RAM was critical," explains Itagaki-san, "because most of the data in Dead or Alive is motion data. With 3-D fighting games, space is a priority. Without enough RAM to store and manage the motion data, the actions on screen can easily look much less refined and tend to look a little jumpy...In the case of Dead or Alive, we wanted to preserve the graceful movements of the arcade version in porting over to the consoles. We achieved this by using Real-time Kinetics Control. This allowed us to maximize the RAM while also maximizing the efficiency of the entire program."

For inspiration, Tecmo studied the character movements of such other titles as Virtua Fighter, Tekken and Tobal No.1. Itagaki also drew inspiration from a less likely source. "Bruce Lee movies have been a very good reference for me in the motion design for Dead or Alive."

No matter how good Dead or Alive proves to be, the game undoubtedly will find a tough competitor in Namco's forthcoming Tekken 3, the "Death Star" of all PlayStation fighters. Itagaki-san optimistically maintains that, thanks to the enduring popularity of fighting games in general, any new fighter can do well so long as it contains "an initial 'Big Bang' to stir up excitement and an everlasting 'fun factor' to attract and hold all types of players."



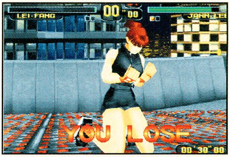
Evading your foes is a breeze thanks to Dead or Alive's Evade button. The button can also be used to counter attack.

All types of players? Aren't the freakishly well-endowed female fighters almost certain to turn off girl gamers? Itagaki nimbly deflects such criticism. "We don't believe in intentionally creating ugly characters in a game. This is entertainment. And we love beautiful women. We are aiming to bring sexy, strong, beautiful female icons to the screen."

When asked specifically whether or not the bouncing, which is the default setting on the Saturn version but can be turned off, definitely will be in the U.S. PlayStation version, Itagaki-san had this to say: "Of course it will be in the U.S. version...and of course it will be the default setting! This is Dead or Alive! What else would you expect?!!'

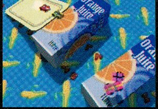
If you were a fan of the feature in the arcade version, Dead

LEI-FANG
13
TINA
WINNER



BAYMAN
24
ZACK
R-15

Haven't you always wanted to do it on the kitchen table?



THE ORIGINAL Micro Machines® SCALE MINIATURES

V3

Drive large.

Have you ever done it in the water? Are you any good on the billiards table? Do you find the backyard enticing? With over 40 unusual overhead courses, Micro Machines® V3 will change your perspective on racing. And because it's a true gamer's game, the tracks are short enough to remember, but extreme enough to repeatedly excite the experienced player. But don't worry - even the first time's good with Micro Machines V3. It's time to do it where you've only imagined before, with up to seven of your closest friends.

MIDWAY®

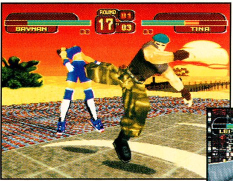
www.midway.com

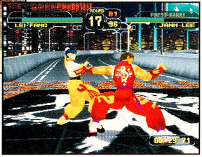
Codemasters®

PlayStation™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

© Copyright 1997 The Codemasters Software Company Limited. ("Codemasters") All Rights Reserved. Codemasters™ is a trademark owned by Codemasters Limited. Developed by Codemasters and exclusively distributed under license in North America and South America by Midway Home Entertainment Inc. Micro Machines® is a registered trademark owned by Galoob Toys, Inc. Midway Home Entertainment Inc. is using the trademark for this product pursuant to a license. Midway Home Entertainment Inc. is not affiliated with Galoob Toys, Inc. ©1997 Midway Home Entertainment Inc. Midway is a trademark of Midway Games Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. 5241-97



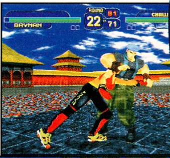


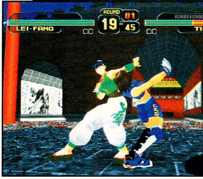
or Alive for PlayStation will really have you in a lather thanks to the extremely revealing alternate costumes, which can be unlocked by defeating the game in various play modes with each character. Some of the costumes are little more than string bikinis, leaving little to the viewer's imagination.

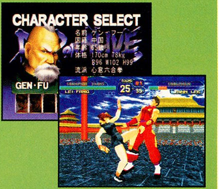
Judging from the Saturn version, PlayStation gamers most likely will be able to vary ring size, alter player stamina and gain access to Dead or Alive's Boss character(s). Since we haven't actually played the game, we don't even know if the PlayStation version of Dead or Alive has true 3-D backgrounds. As previously mentioned, the Saturn version faked the effect; however, PlayStation is known to have superior 3-D capabilities. Namco insists the backgrounds in Tekken 3 will be polygonal, which raises the bar considerably.

We also don't know whether the two new characters are Bosses or standard characters. We don't even know their gender. Hopefully more information will come to light when we receive our first beta version of the game.

Judging from the leap in gameplay and options seen between the arcade and Saturn versions of Dead or Alive, we at *OPM* are highly optimistic about the PlayStation version. Even with Tekken 3 and Bloody Roar on the way, the ever-increasing installment base of PlayStation owners coupled with gamers' seemingly unwaning interest in fighting games virtually guarantees the title will enjoy at least modest success. And then there are Dead or Alive's ladies to consider. The gaming press and everyday gamers alike seem consumed as of late with finding the industry's next virtual sex symbol. Lara Croft ain't getting any younger, ya know. (Oh, we guess age really isn't a factor in video games.) Is such a character just waiting to be discovered in Dead or Alive? It looks like we'll all have to wait until the game's release in February to find out.

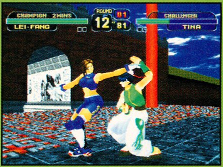






Star of Tecmo's NES series Ninja Gaiden, Ryu Hayabusa (left), returns for Dead or Alive.

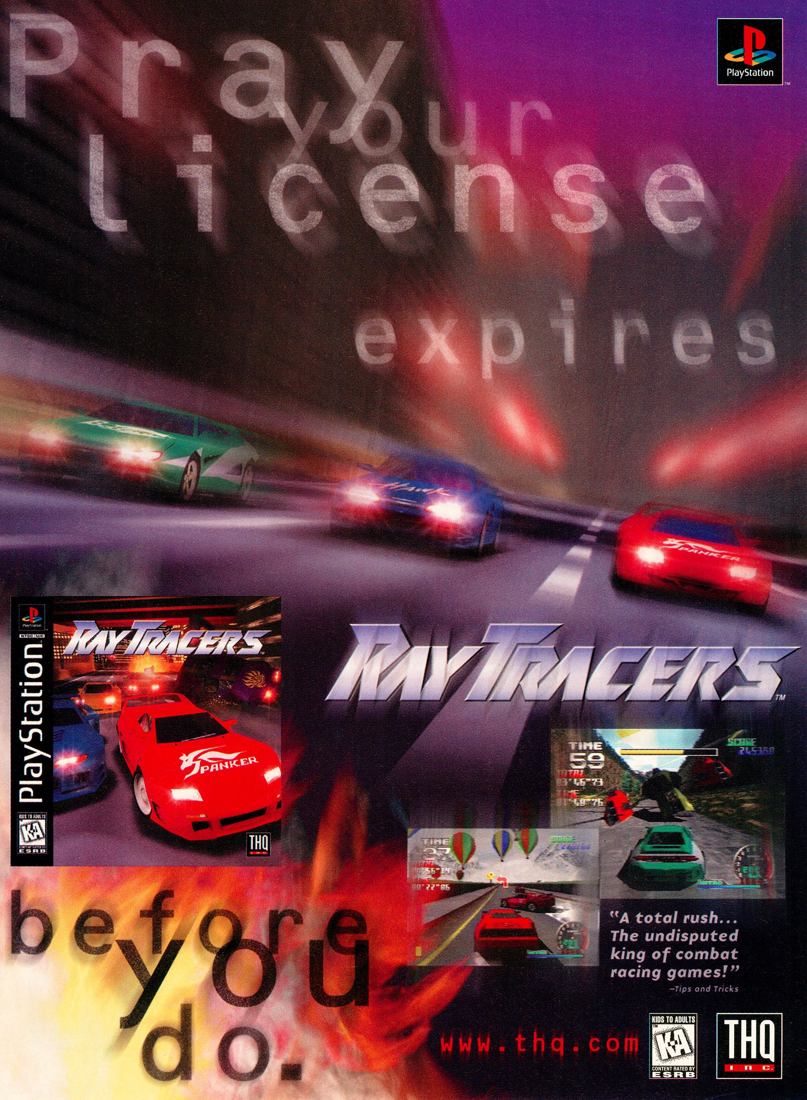
While Namco's Tekken 3 may very well go on to become the best-selling PlayStation title in history, the game may receive some unexpected competition from dark-horse contenders Dead or Alive and Sony Computer Entertainment America's Bloody Roar. Toss in the brawler Cardinal SYN (also by SCEA) and fight fans should have plenty to occupy themselves with in 1998.



DEAD OR ALIVE'S "ROCK, SCISSORS, PAPER" HOLD FUNCTION MAKES FOR SOME TREMENDOUS SEE-SAW BATTLES.

STATS:

Theme	# Of Players	% Complete	Availability	Publisher	Developer
Fighting	1 or 2	90%	February	Tecmo	Tecmo

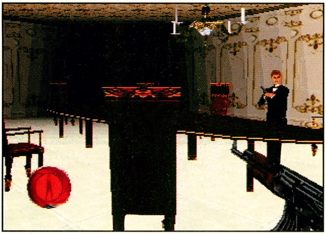

PlayStation
Pray your license expires
RAY TRACERS
RAY TRACERS™
PlayStation
PANKER
THQ
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
TIME
59
SCORE
TIME
SCORE
before you do.
www.thq.com
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
THQ
INC.

"A total rush... The undisputed king of combat racing games!"
–Tips and Tricks

Tomorrow Never Dies

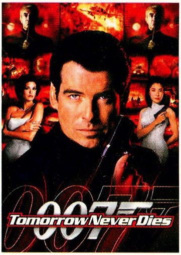
Enlist in Her Majesty's Secret Service

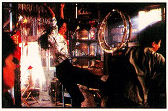
Favorite Bond moments—everybody has one. During his 35-year film history, Her Majesty's Secret Service's most renowned agent literally has travelled to the moon and back, cheating death countless times while meeting an outlandish cast of hitmen, megalomaniacs and, of course, exotic women. Yet it is specific action sequences, such as Roger Moore skiing off a cliff and parachuting to safety in *The Spy Who Loved Me*, that stand out most in moviegoers' minds. So when MGM Interactive began considering what kind of game they wanted Tomorrow Never Dies to be, they knew a simple retelling of the film's events—no matter how spectacular they may be—would never do. "What we really wanted to do," says MGM Interactive's Michael Guttentag, "was create a game that felt like a James Bond film. And what does it mean to be in a James Bond film? It's not like you think of one film, even though there are certain favorites. What you realize is [it's] the greatest moments from *all* the different films that really get you excited. So our concept was to create a game that brought you all these different great moments."



Having made this decision, pairing with developer Black Ops, who already have a number of excellent flight and underwater game engines under their belts, was purely academic. As Mr. Guttentag elaborates, "We've known Black Ops for years. We've seen not only the quality of the games they've done, but also the dramatic evolution [between each successive] generation of their games. So we really think they have the right foundation to deliver the next level of action/adventure on the PlayStation. Plus, they're only three blocks away from us," Michael adds with a chuckle.

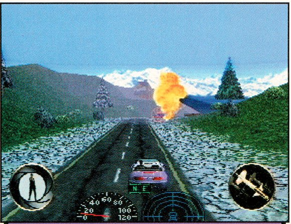
So will Black Ops reheat what they've created in the past and serve it up to hungry Bond fans as a new game? Definitely not, says John Botti, president and CEO of Black Ops. "[The previous games] are serving more as starting points. There's





COMP
LOGE
B 14
DOOR 32
MC1216E
MGM
GALA PREMIERE
UNITED ARTISTS'
TOMORROW NEVER DIES
THY CHANDLER PAVILION
1997 7:30PM
007

At $100 million, Tomorrow Never Dies was the priciest Bond flick to date, so you know MGM couldn't skimp on the premiere; however, the film's gala premiere, held Dec. 16 at L.A.'s 1,800-seat Dorothy Chandler Pavilion, proved to be lavish even by Hollywood standards, and OPM was there! In addition to the customary red carpet, the film's stars were greeted outside the pavilion by a 60-foot-tall Christmas tree. Inside, an orchestra played music from the movie as guests took their seats. After the screening, martinis weren't the only thing shaken as a DJ spun Moby's techno version of the classic Bond theme in the lobby, while silhouetted dancers writhed behind backlit screens. Upstairs, Bond wanna-bes enjoyed a little roulette and blackjack at the gaming tables.



Sticklers for detail, Black Ops filmed their own explosions for Tomorrow Never Dies with a high-speed camera—something they've always wanted to do—rather than using stock footage.

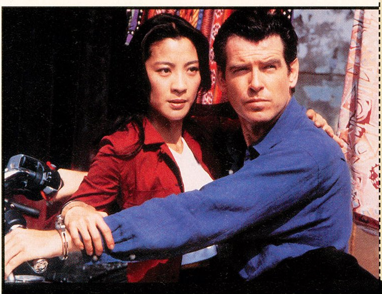
a small percentage of Tomorrow Never Dies—less than 30 percent—which utilizes existing technology. We [at Black Ops] have always tried to one-up [ourselves]. So, we weren't comfortable with just going with the existing technology; that's not something that's sufficient, something that's going to fly."

CRISIS
Tomorrow

Speaking of flying, Bond will be doing just that in Tomorrow Never Dies, along with driving, skiing, scuba diving and fighting enemies on foot GoldenEye-style. The game's story, surprisingly, begins where *Tomorrow Never Dies* ends. Why such an unorthodox move? "Part of the fun of a James Bond film is discovery," explains Guttentag. "So, we wanted to have a story that [required the player] to slowly piece together what was going on, figure out who the mastermind was, and *then* go save the world."

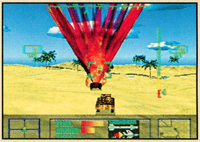
In order to do so, the player must pay attention to what the game's characters say and do, rather than simply mowing them down. As Mr. Guttentag elaborates, "There will be non-player characters talking and moving around. You can sneak up around the corner and overhear the bad guy telling his master plan to everybody. That will be part of how you figure out what's going to happen and where to go."

By staying true to the license rather than slapping the Bond name on a side-scrolling beat-'em-up, MGM Interactive hopes to avoid the pitfalls that have trapped previous movie-to-game translations. "We're not approaching this as just another licensing extension," assures Guttentag. "We want this game to stand on its own."



The Name is Ops, Black Ops.

Founded September, 1994 by Long Island, NY entrepreneur and MIT graduate John Botti, Black Ops has developed a number of critically and commercially successful titles for PlayStation. For the company's first game, the jet fighter sim Agile Warrior, John enlisted the aid of fellow MIT graduates William Botti (who also happens to be his twin brother) and Jose Villeta, a former NASA employee who worked on the X-31 aircraft. While Black Ops' second effort, Black Dawn, was another flight sim, Botti and friends sailed uncharted waters for Treasures of the Deep, a genre-bending underwater exploration/combat title. Included in the game were a number of Bond-like gadgets, such as night vision goggles, heat-seeking mines and robotic vehicles. Black Ops' penchant for gadgetry and talent for developing diverse game engines make them the perfect developer for Tomorrow Never Dies.



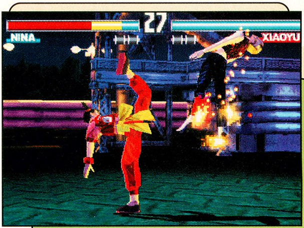
STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	40%	Fall	MGM Int.	Black Ops

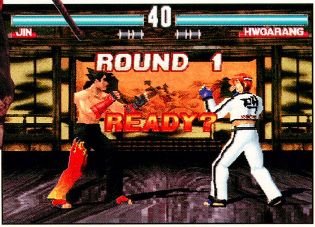
Tekken 3

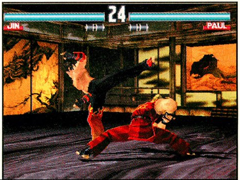
A loaf and a half of kung fu action

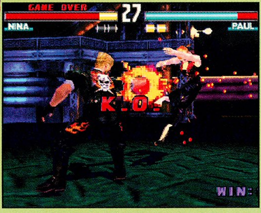
With the exception of Resident Evil 2, no other update is as heavily anticipated as the third installment in Namco's Iron Fist tournament series. As far as 3-D fighters on the PlayStation go, Tekken 3 will be in a class all by itself. The previous chapter, Tekken 2, set the standard for 3-D, one-on-one combat, and over a year and a half after its release, it still is the best-selling title in its category. This time out though, the road from arcade to home is slightly bumpier. Tekken 2 was developed on the system 11 board, which is essentially a PlayStation in an arcade cabinet with slightly more RAM. A conversion of that title was painless and swift with virtually no loss in graphics or sound. In fact, the home version added a number of new Play Modes such as Practice and Team Battle Modes. Tekken 3 was on a System 12 arcade board which is also essentially a PlayStation, but with a LOT more RAM. This enabled the characters in T3 to have higher polygon counts and the backgrounds to be 3-D at the same time. This caused skepticism that this would be the first home version of Tekken that did not look as good as its arcade counterpart. The mystery surrounding the title can now be put to some rest



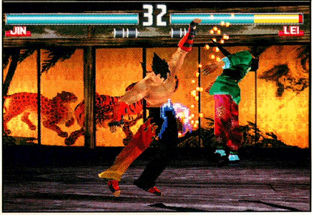
Wouldn't it be cool if sparks flew like this when you hit people in real life? Hmmm...I think I'll try hitting Rybicki a few more times.

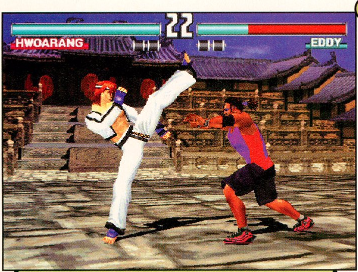






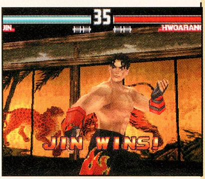
It's hard to tell the difference between the arcade and the PlayStation version unless you look at them side by side.

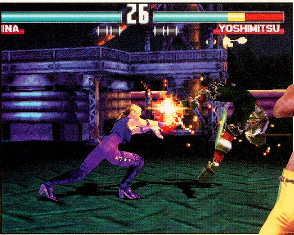


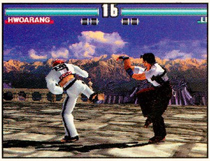

HWOARANG
22
EDDY

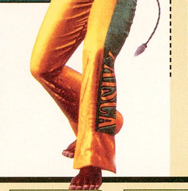
A foot in your face is never a pleasant experience, but it's just another day on the job for Iron Fist tournament contender Eddy "foot in my face" Gordo.

as we present to you these first shots of the PS version of Tekken 3. It's hard to tell if the backgrounds are still 3-D, but we can discern that the characters have not lost much from their arcade builds. There's no official release date yet, but it could come out sooner than you think.


35
HWOARANG
JIN WINS!


26
INA
YOSHIMITSU

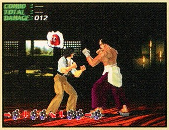

16
HWOARANG



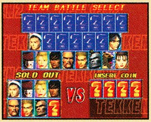
What we want to see in 3

PRACTICE MODE

It's kind of a given that Namco fighting game home conversions pack in extras and one of the crucial ones is Practice Mode. Where else can you hone your skills in order to whoop your friend's rear? This is a sure bet to be included in the home version of Tekken 3.


COMBO
TOTAL
DAMAGE 012

TEAM BATTLE MODE


TEAM BATTLE SELECT
SOLD OUT
INSERT COIN
VS
TEKKEN

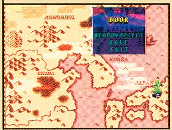
What good is a brawl if you can't bring some of your homies? This is the watermark mode that separates the total package masters from those "I only know how to play one character" poseurs. Random selecting your teams shows the other guy that you are truly a man among men.

CG MOVIES

Soul Blade has the hands-down best CG intro the PlayStation has ever seen. How will Namco top themselves? One of the first things we'll see when a playable version comes along is the intro. It's a good bet that we'll be in for a good show.

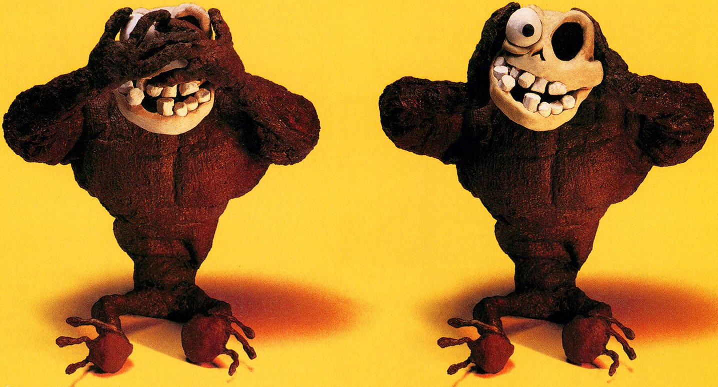
STORY MODE

Soul Blade also had a cool feature called Edge Master Mode which allowed the player to earn new weapons for their fighter. Will there be an expanded Story Mode added to Tekken 3 or perhaps an extended Play Mode that will allow you to gain new attacks or perhaps brand-new characters? This is pure speculation and mostly wishful thinking, but we can dream, can't we?

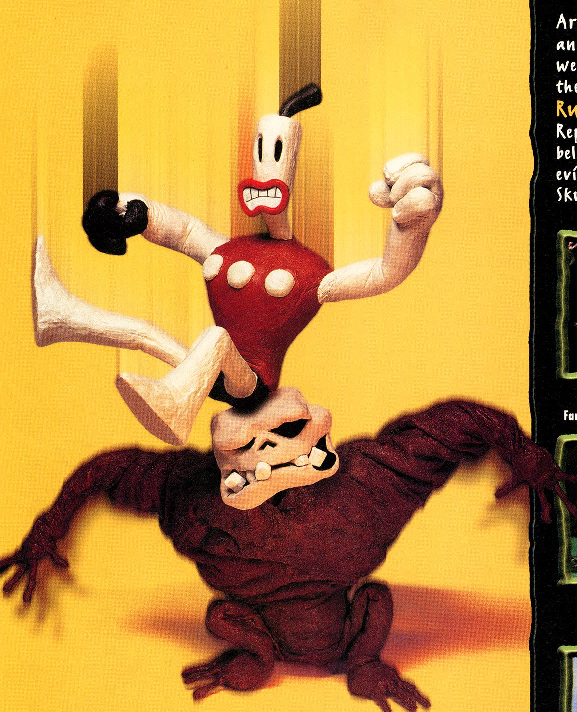

MONGGHOL
BOOK
WEAPON SELECT
SAVE
EXIT
KOREA
CHINA
JAPAN

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	N/A	N/A	Namco	Namco



©1997 DreamWorks Interactive L.L.C. All rights reserved. Skullmonkeys is a trademark of DreamWorks Interactive L.L.C. DreamWorks Interactive is a trademark of DreamWorks L.L.C. The Neverhood is a trademark of The Neverhood L.L.C. Electronic Arts and the Electronic Arts logo are trademarks and/or registered trademarks of Electronic Arts in th



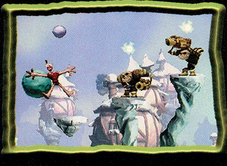
Crush Evil With Your Butt

SKULLMONKEYS™

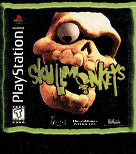
Armed with a killer butt and a boatload of bizarre weapons, you're Klaymen, the last clay action hero. **Run. Jump. Butt-Bounce.** Repeat until you save your beloved homeworld from the evil villain Klogg and his Skullmonkey minions.

Unleash deadly emissions—from the Fart-Head to the almighty Universe Enema.

Give your thumbs a rest with **bee-yoo-tee-ful cinematics!**



Over 90 levels hand-crafted in high-tech, superfly, 3-D...CLAY!



"Chock Full O' Humor, Just Like Earthworm Jim.™"
—Game Informer

TEEN
AGES 13+
CONTENT RATED BY ESRB

PlayStation™

the Neverhood

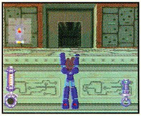
DreamWorks Interactive

EA
ELECTRONIC ARTS™

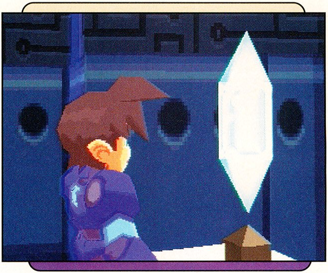
ited States and/or other countries. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

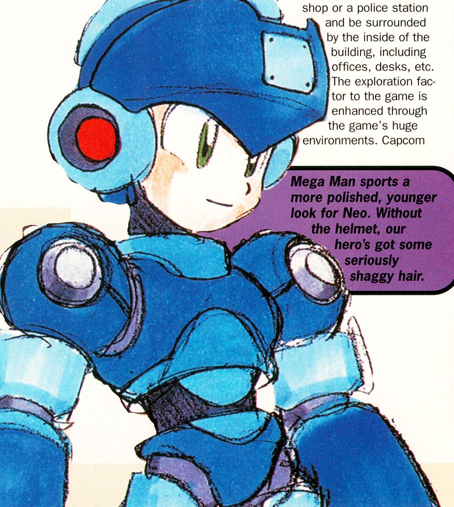
Mega Man Neo

Blast into the third dimension



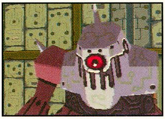
Capcom's longest-running series is finally making the jump to the third dimension with Mega Man Neo. Instead of simply translating the tried-and-true Mega Man formula to 3-D, Capcom has taken it one step further and added role-playing elements and a huge amount of spoken dialogue. However, don't think that Mega Man's been watered down for this game. If anything, the series becomes strengthened through this title. While playing, you get the distinct feeling that while you're controlling much of the action, you're also watching most of the game's plot unfold through realtime cinemas, all done with polygons, no FMV anywhere in sight. Even without the luxury of anime cut scenes, the game feels like an anime TV show unfolding before your eyes. The graphics just add to the ambience that you're playing an animated adventure. While not the kind of rendered graphics that PlayStation fans are used to, Neo's got an intangible feel that keeps the style of the 2-D games, but updates it so that it looks like these characters have always looked this way. There are a few new characters as well, and there are plenty of townspeople and villains that fill Neo's cast. A lot of the characters have spoken dialogue during the game's cinemas. The game's buildings are all 3-D too, so you can go inside a shop or a police station and be surrounded by the inside of the building, including offices, desks, etc. The exploration factor to the game is enhanced through the game's huge environments. Capcom made sure that each location had its own personality, adding things like vending machines (from which you can buy a soda and drink it to replenish your energy stock), mailboxes and other finishing touches that make the game more enjoyable to play and explore. The huge environments also lead to some crazy Boss fights. In one scene, you have to prevent the enemy's wrecking crew from demolishing police headquarters. You have to lure these big flying hands away from the headquarters and destroy them, and the area spreads across a huge open area so big that its boundaries are somewhere out of sight. Sometimes in 3-D games, the graphics block your view of the action, but in Neo, that's not the case. Whenever your view is potentially blocked by a wall that moves





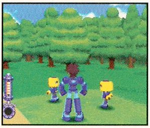
Mega Man sports a more polished, younger look for Neo. Without the helmet, our hero's got some seriously shaggy hair.

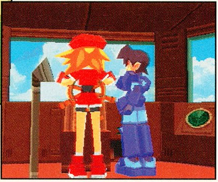
NEO'S CINEMAS ALL PLAY OUT IN REALTIME, SO THERE'S NO GRAINY FMV TO SIT THROUGH.



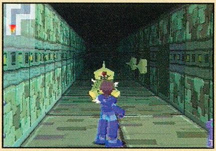
to the foreground (so you can't see Mega Man), it becomes transparent. The camera follows behind Mega Man at a fixed distance unless you zoom in to look around or target an enemy that is airborne. Targeting enemies using the R2 button will turn you around or make you face the right direction when you're in the middle of an enemy confrontation. Additionally, there's a way to do a quick turnaround for those times where just holding the L or R buttons to turn would take too long.

During the jump between 2-D and 3-D, Mega Man also got some new moves. He can now do a jumping dive sideways and grab onto cliffs and pull himself up. Like other Mega Man games, you can acquire certain weapons or moves such as mines by beating Bosses or buying them from merchants. After playing the demo thoroughly, I was happy to see the scenes from the Japanese demo were a little bit different in the final game. Some scenes were lengthened, the stores had interiors, and the overall feel was that this is a bigger game than any Mega Man fan could've hoped. The only thing left up in the air is that Capcom USA is going to have to dub English voices for the U.S. release. Hopefully those voices won't be rushed or cheesy, as this is a game that deserves better. Capcom has done what many thought was impossible—bring an excellent 2-D action series to 3-D without losing the feel of the original game. At this point, it looks like Capcom has achieved that. We'll have more on Neo as it nears a U.S. release.





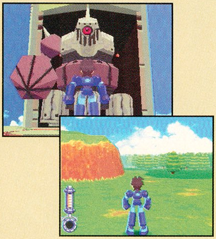
Roll helps Mega Man by giving him tips along the way.



Neo's first real level allows you to learn the game's control without a lot of enemies chasing you.

If you haven't played a 3-D action game lately (and just where have you been, eh), then you'll need some time to get used to Neo's control. The directional pad moves you in and out of the screen or left and right along a single plane, but doesn't let you move diagonally.

The L and R buttons turn you so that you can move diagonally or face an enemy that's not directly in front or alongside you. Finally, when you combine moving the directional pad and the L and R buttons, you can run and move diagonally in any direction. To let you master the control, the first level's enemies are placed sparsely and the Boss' movements aren't too quick.



STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	90%	May	Capcom	Capcom

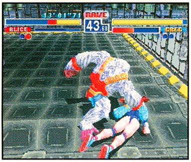
1 PLAYER 14'42"40
RAVE
PRESS START
ALICE
36
LONG

Bloody Roar

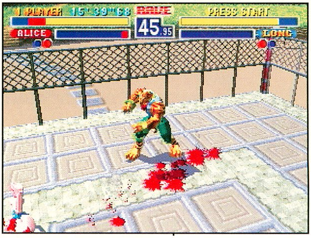
One bloody beast of a fighter

Sony Computer Entertainment America, in collaboration with Japanese developers Hudson Soft, is preparing to release the U.S. version of the blazingly fast fighter Bloody Roar. With an intricate back story and some especially unique gameplay mechanics, Bloody Roar looks to be a solid entry in the world of fighting games.

1 PLAYER 7'26"21
RAVE
PRESS START
BAKURYU
23
GADO



By far the most unique aspect of the game is the ability for each character to transform into a bestial counterpart. With a unique animalistic alter ego coupled with each character, it's almost as if the game has twice its actual count of eight characters selectable from the start. See, these transformations aren't merely cosmetic; in transforming from human to Beast Mode, each character gains some new moves as well as new manifestations of the standard moves. Some characters are quicker and others are more powerful; but the change is significant no matter what the character. Furthermore, once in Beast Mode, the characters can then move on into Rave Mode, which increases the damage done to the opponent while depleting the character's Beast meter more quickly.

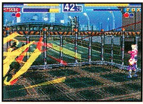


In addition to the Beast Mode's direct benefits, transforming into this mode creates a field of energy which hurls any opponent caught within its field far across the ring. This allows the character who just transformed that crucial split-second edge in which to launch an attack. As veterans of fast-paced fighting games will attest, sometimes that split second is all you need to pull ahead.

The default walled arenas (the walls can be switched off) provide another gameplay element not seen by Tekken, Tobal or Toshinden devotees. The walls add an additional strategic aspect to the game; maneuver your enemy into a corner and you're far more likely to keep him within striking range long enough to do some serious damage. Of course, that tactic has its downside; some characters can vault off the walls, ending up with nothing between their claws and your unprotected back.

Other unique gameplay modes include Kids and Big Head Modes, selectable from the Options Screen. The huge array of standard options, combined with the special options awarded for completing the game with different characters in different modes, make Bloody Roar one of the most customizable fighters yet. Don't like the walls? Turn 'em off. Don't like to sidestep? Turn it off. The possibilities are endless...

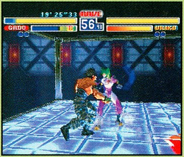
TRANSFORMING TO BEAST MODE CREATES A DEVASTATING FORCE FIELD.



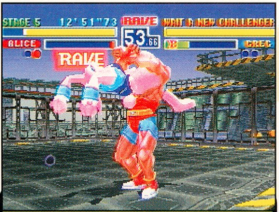
1 PLAYER 5'34"93
RAVE
PRESS START
MITSUKO
34
FOX

STAGE 5
RAVE

1 PLAYER 13'49"81
RAVE
PRESS START
ALICE
50
MITSUKO



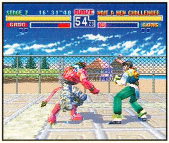
Most of Bloody Roar's grapples and throws are not the standard Tekken-style grabs. When in Beast Mode, many characters will unleash devastating damage with their teeth and claws, complete with splattering blood and appropriate sound effects. In addition, the game's 3-D engine allows for different throws based on the characters' positions.



As each character fights, his Beast Meter slowly increases. Once hitting maximum, the character can transform. Each hit from this point on depletes the meter, until the beast reverts to human form.

PERSONALITY HELPS DICTATE EACH CHARACTER'S OWN FIGHTING STYLE.

Although the gameplay is surprisingly fast (in terms of actual game speed and not necessarily the frame rate), the graphics don't appear to suffer at all. The characters are large and detailed; bulky without being excessively blocky; and realistically animated. The game's backgrounds are almost as detailed, with moving platforms, flying birds and other graphical niceties to add that much more atmosphere.



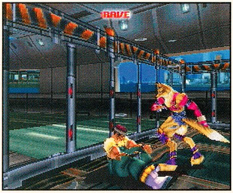
As for the characters' moves, these appear as impressive as any of the big-name fighters. Grapples and throws, in particular, are spectacular, with enough blood to satisfy the most avid Mortal Kombat fan (it is called *Bloody* Roar, after all). Remember, you're dealing with wild beasts here.

Time Attack, Survival and Practice Modes are all present, in addition to the standard Arcade and Versus Modes. As mentioned earlier, there are a large number of unique rewards for completing the game on the different settings, offering an array of new options similar to the "Goodies" Menu found in Capcom's Super Puzzle Fighter II Turbo. All this, in addition to the expected extra characters, should combine to create one of the more replayable fighters the PlayStation has ever seen.

In addition, SCEA promises the final version will include an Edit Combo Mode which will allow players to create original moves and save them on a memory card. This option, in addition to the 50-plus moves available to each character (not counting combos), offers an almost limitless arsenal of moves, grapples, and combos.

When this game was unveiled at last year's E³ (it was then called "Beastorizer"), most of us were stunned that such an impressive-looking title could have been under development without our knowledge. Now, it looks like SCEA is going to make good on the game's promise of a competent, worthwhile new fighter that *isn't* being done by Capcom or Namco.

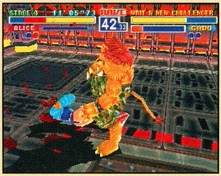
A reviewable version of Bloody Roar should be headed to our offices soon, so we will endeavor to get a review out as soon as possible. Until then, keep your eyes open for more on this impressive title.



1 PLAYER 19'21"83
RAVE
PRESS START
GADO
ROUND 1
STAGE 4
8'24"11
RAVE
WAIT A NEW CHALLENGER
38
GADO

Soap opera, Bloody Roar-style

Bloody Roar has an extensive back story that is so complicated that SCEA sent along a flowchart to explain the character relationships. The basic story is that a secret organization called the Tyrone Company has been conducting illegal experiments with zoanthropomorphs (people who transform into animals, of course). Certain zoanthropes take offense to this, especially those whose parents, siblings or children have been kidnapped, killed or otherwise interfered with by Tyrone Co. Each character, both good and evil, has a unique personality based on his or her back story, which determines to a certain extent the character's fighting style. What detail!



TAKE KING'S MOVES FROM TEKKEN 2, ADD CLAWS AND TEETH AND BLOOD, AND YOU'VE GOT BLOODY ROAR'S THROWS.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	90%	March	SCEA	Hudson

Gex: Enter the Gecko

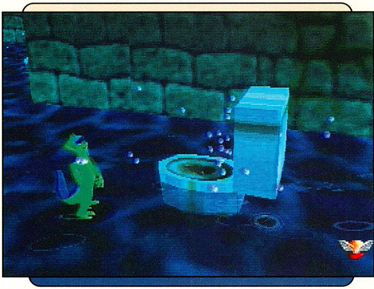
It's tail time once again

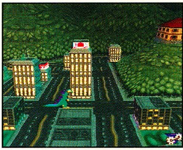
In the never-ending progress of new technology, the redesign of proven successes is almost inevitable. What's unfortunate is that these "updates" are most often simply rehashes of stale material squeezed into a new package in an attempt to milk more money from a tested formula.

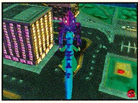
Fortunately, this is not always the case. Take, for example, Gex: Enter the Gecko, the new offering from Crystal Dynamics. The original Gex was a success in its own right (even on the 3DO!) with its wisecracking hero and its classic platform style. Now, Crystal is in the final stages of development for Enter the Gecko, and the game looks to retain all the attributes which made the original a hit—but it's all delivered in a shiny new 3-D package.

Yes, it's true that 3-D updates of side-scroller classics have been truly hit-or-miss (who can forget the dismal Contra: Legacy of War?), but Gex's unique ability to climb on walls makes for a truly unique gameplay device.

While designing the new Gex, however, Crystal was well aware that a fully open 3-D environment (as Gex's wall-climbing ability would seem to entail) would spell disaster for game design, allowing players to simply avoid any hazards by walking over, under or around them. (Boss Studios, when working on the 2-and-a-half-D platformer Spider, observed the same thing; in fact, that was the reason they refrained from making Spider a truly 3-D game.) But instead

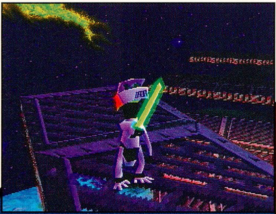






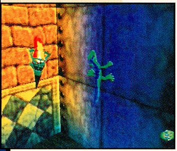
One level pits Gex-zilla against an evil purple dinosaur.

Some of the more unusual level elements include the air stations on the space levels. In order to successfully navigate these levels, Gex is required to refill the air supply in his spacesuit at these sparsely scattered stations. Don't wait too long before refueling or your trip will be a short one; Gex abhors a vacuum! Oh, and watch out for that guy in the dark helmet with that glowing sword-like thing...



One of Gex's most amusing (and oft-overlooked) traits is his completely entertaining idle animation. A unique set of animations for each level makes you almost want to let the game just sit there.

YES, GEX CAN STILL CLIMB ON WALLS; JUST NOT *EVERY* WALL.



of scrapping the idea altogether, the designers decided to simply limit it a bit. Gex can still climb on walls and ceilings, but only on certain types of surfaces. By integrating a limited "path" of this type of surface into a normal wall or ceiling, the designers cleverly add an extra dimension without adding unneeded confusion or removing any of the game's challenge.

In making the jump to 3-D, the character designers constructed the game's creatures out of "skeletons" covered by a textured "mesh"—something like the way the dinosaurs in the Lost World platformer were designed. This process is one alternative to using polygons, and it allows the designers to create realistically animated characters without using too many memory-hogging, blocky-looking polygons. Furthermore, Gex's face is animated with 12 different "bones," which allow him to lip-sync his trademark one-liners.

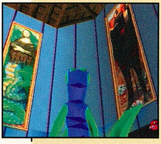
Speaking of which, comedian Dana Gould has returned as the voice of Gex, with an arsenal of over 500 different phrases. This time around, they are tied into Gex's present environment and recent game events. For example, when wandering around the haunted-house-style Scream TV level, Gex might ask, "Has anybody in there seen Carol Ann?" (In case you're not a fan, that's a reference to the horror classic *Poltergeist*.) And when he comes upon a floating table in that same level, he might note that "the Empire would never follow us into a floating furniture field!" It's enough to make one wonder whether Crystal's lawyers might have been as busy as their programmers.

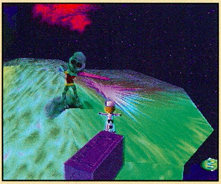
With a whole wardrobe of unique outfits, Gex blends in seamlessly (well, perhaps that's a bit extreme) with his movie-themed surroundings. Many television and pop-culture references keep things moving, as well, and the many impressive graphical techniques put a whole new face on the familiar character...literally!

Keep your eyes open for a review of this intriguing game in the very near future.

Vertex what?

Among the technical tricks employed by Gex's designers and illustrators is a process known as "vertex morphing." Many game illustrators and animators manipulate entire polygons to move their characters (Tekken 2 is a good example). This allows for relatively life-like movement on a large scale, but looks very unrealistic when examined closely. Vertex morphing, on the other hand, can be much more precise. Instead of moving an entire polygon, the animator moves the "corners," (or vertices) of the polygons independently. This, in effect, stretches the polygon into a new shape (see Crash 2 for one example of this technique). Since this more closely emulates the organic stretching movement of real skin, it appears more lifelike when used on characters. When used on landscape objects, it can create an unusual undulating or flowing effect, which Crystal puts to good use in Gex's creepy Scream TV level.





GEX MANAGES TO SPOOF EVERY MAJOR SCI-FI INSTITUTION AT ONCE. SOMEBODY GET GEORGE LUCAS ON THE PHONE.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	80%	March	Midway	Crystal Dyn.

Breath of Fire III

The classic SNES series returns

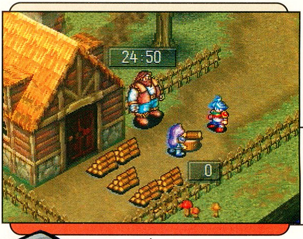
Gondhead
Ryu
Teepo
Rei
AP
HP

Remember Breath of Fire back in the days of the Super NES? Well, the popular series is now making its way onto the PlayStation. And with the update come nice-looking 3-D graphics and a CD-quality score, among other features.

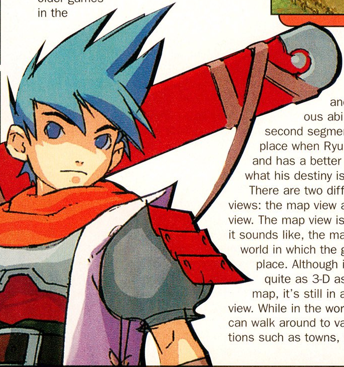
Breath of Fire III gives us a healthy dose of plot line before you're even able to pick up the controller. Even in the beginning of the game, you can see that this isn't like the old Breath of Fire—polygonal graphics and nifty effects fill the screen as a dragon lets loose on some baddies (you being the dragon).

The game is broken up into two parts: The beginning, where the main character, Ryu from the older games in the series, is young and learns of the past and his various abilities. The second segment takes place when Ryu is older and has a better idea of what his destiny is.

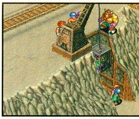
There are two different views: the map view and an area view. The map view is just what it sounds like, the map of the world in which the game takes place. Although it's not quite as 3-D as the area map, it's still in an isometric view. While in the world map, you can walk around to various locations such as towns, mountains



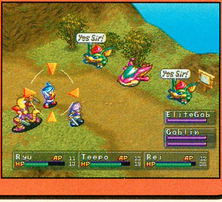
Goblin
EliteGob
Ryu
AP
HP



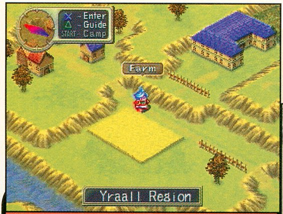
Minigames reminiscent of the ones in Final Fantasy VII are interspersed throughout the main story.



Stylish, cartoon-like characters maintain Breath of Fire III's animated—almost cutesy—appearance. This goblin troupe, for example, is one of the staples of the game's earlier stages. The carefully "ramped" challenge broadens the game's appeal, especially in regards to first-time players or younger gamers. The game is not without its challenges; they're just not all at the beginning!

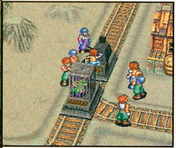


"Oh, brother this is just what I needed



The map view is a bit more detailed than similar maps in most RPGs. From this view, players can pitch camp in order to save the game, rest the entire party, switch party members and so on.

MINERS TAKE NONE TOO KINDLY TO DRAGONS, AS RYU QUICKLY DISCOVERS.



and dungeons. When you walk over a place of interest, you can either enter or simply get info about it. The same rule applies when you run into an enemy in the overhead Map Mode. Either an exclamation point or a question mark will appear over your player's head to let you know that you've encountered an enemy. By hitting a button, you'll go into the area map to fight.

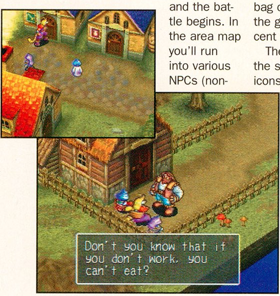
The area map is different from the world map in that it uses 3-D polygonal graphics. The characters are still 2-D but nearly everything else in this view is polygonal. When you run into an enemy, you don't go into a special fighting screen, your character(s) simply spread out into attack formation and the battle begins. In the area map you'll run into various NPCs (non-player characters) and others who may very well join you at some point later in the adventure.

Since the area map is in 3-D, you're able to maneuver the camera around so you can see behind objects. For example, near the start of the game you're able to leave a cabin you're in. Problem is you can't really see where you've come out. By holding a button and then pressing the D-pad, you pan the camera to the back of the cabin so you have a better idea of where to move. After you let go of the button though, the camera snaps back into its original view.

While in the area map view, each character has a unique action that he/she can perform while walking around. For example, Ryu can slash with his sword to knock a hole in some shrubbery to unveil a secret bag of gold or what have you. This "in the game" action system is reminiscent of Alundra or Wild Arms.

The icon driven menu system has the standard fight, defend and item icons, but there are a couple of others to choose from. The ability icon allows you to access various spells and skills your character has mastered. The other one is the look icon. This button lets your character "study" the enemies' moves and possibly use them later on. If you're successful, these skills will appear under your ability icon.

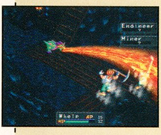
All in all, Breath of Fire III looks like a substantial new entry into the PS RPG library.

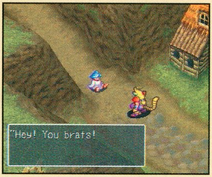


Don't you know that if you don't work, you can't eat?

Is that a dragon in your pocket, or...?

In one of the more unusual premises of the role-playing tradition, Breath of Fire III begins with the player in control of an infant dragon. Encased in an immense magenta gem, the dragon is awakened by miners (who don't seem terribly surprised to find a dragon encased in a gem) trying to clear the giant jewel from their path. When the tyke actually awakens, the miners live just long enough to regret their actions, since the little guy, as young as he is, is still in command of the traditional draconian powers (i.e., said breath of fire). But his victory is short-lived, as he quickly runs into more than he can handle. He is soon subdued, imprisoned in a tiny cage, and sent off in a mining train toward town. He rocks the cage off the cart, however, and into a nearby ravine. Soon, a young thief named Rei comes by and finds—a young boy! Now, what happened to that dragon?





"Hey! You brats!

AFTER THE GAME STARTS, RYU QUICKLY FALLS IN WITH A COUPLE OF HALF-STARVED TOWN RUFFIANS.

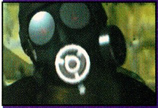
STATS:

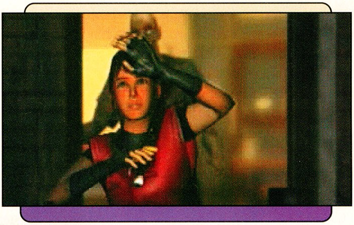
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
RPG	1	90%	March	Capcom	Capcom

Resident Evil 2

Can you feel the evil tonight?

Who is the masked man below? Could he work for Umbrella?





Resident Evil 2's cinemas are letter-boxed for that cinematic look.

Not much new information has emerged on Resident Evil 2 since we featured the game in last month's cover story; however, the latest build of the game we received shortly before this month's deadline did contain a fairly significant addition——opening cinemas! With any luck, Resident Evil 2 will be in stores by the time you read this. Nonetheless, we wanted to provide you with a small taste of what you can expect to see.

As you can see by these screen shots, Capcom has dropped the live-action cinemas featured in the series' previous installment in favor of CG (computer graphics) animation. Computer animation has progressed so rapidly since the release of Resident Evil, we feel this was a good move on Capcom's part.

As expected, Leon's and Claire's opening cinemas vary slightly. Playing as Leon, the first sight you see is the rookie cop arriving in Raccoon City in his Jeep, which comes to a halt a few feet away from a motionless body lying in the street. Like any good cop, Leon gets out of his vehicle to investigate. Within moments, Leon finds himself surrounded by the walking dead. Meanwhile, across town, a bewildered truck driver is bitten on the arm by a zombie. Rejoining Leon, the terrified rookie flees and is startled as the rear door of a diner flies open, revealing Claire. The two discover a squad car and head toward the police station for some answers, unaware of an unwanted passenger in the back seat. Just when Leon and Claire think they're going to make it, the previously seen trucker reappears and...well, you'll just have to get the game to find out what happens next.

Playing as Claire, the first sight you see is the heroine arriving in town on her motorcycle. She enters a diner, and, after a run-in with the owner, meets up with Leon, whom she then joins. From that point on, the cinemas are identical...well, almost.

Still can't get enough? Be sure to look for our complete strategy on Resident Evil 2 in next month's *OPM*!

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	100%	Now	Capcom	Capcom

Join The PlayStation™ Underground™ Now

PlayStation™
UNDERGROUND™

Why?
Why NOT?

It's easy!

Plus you'll get exclusive gaming news, restricted cheats & codes, insider PlayStation info, access to PlayStation Underground merchandise and special offers.

Plus it's FREE!

And you'll also get a $29.95 rate when you subscribe to the PlayStation Underground CD Mag.

www.playstation.com

Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Underground ™/© 1997 Sony Computer Entertainment America Inc.

Sign Up – It's FREE!

Do You Own A PlayStation?

☐ YES ☐ NO

What type(s) of games do you plan to purchase?

☐ Sports
☐ Fighting
☐ RPG
☐ Driving
☐ Action/Adv.
☐ Shooter
☐ Flight Sim
☐ Strategy

(Please Print Clearly)

NAME
First *Last*

PARENT'S NAME
(Provide If Under 18) First *Last*

ADDRESS

CITY/ST/ZIP

E-MAIL ADDRESS

PHONE ( )

GENDER ○ Male ○ Female

DATE OF BIRTH MM / DD / YY

JOIN NOW!

Mail To: PlayStation Underground
P.O. Box 152225, Irving, TX 75015-9859
Fax To: Toll Free 1.888.780.SONY (7669)

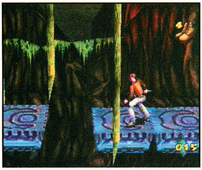
or Call Toll Free! 1.888.770.SONY (7669)

Never Underestimate the Power of PlayStation™

Pitfall 3D

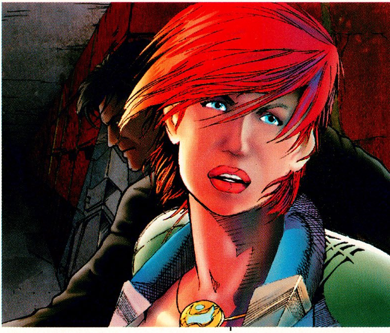
Gaming's hottest swinger is back for more

In their almost painfully slow unveiling of new Pitfall 3D information, Activision has made known an entirely new element of the game's developing story. The addition of the beautiful Mira adds a new facet to the Pitfall Harry legend, providing an additional twist in the form of an honest-to-God love interest for good old Harry.



It seems that Mira is a member of an idyllic civilization known as the Moku. Rumored to be descended from inhabitants of Earth, the Moku, led by Mira's father Arcam, settled in Kulthara, where they set about building the perfect civilization.

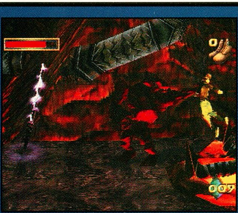
All was well for a time, until the evil Scourge caught wind of the Moku's existence. The Scourge slaughtered most of the Moku—including, apparently, Mira's father, Arcam.



The beautiful Mira is destined to be Harry's love interest.

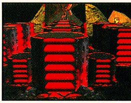
With their leader having disappeared, the Moku were in need of a new champion, and Mira was the obvious choice. She was reluctant at first to assume command, but eventually developed into a capable leader in spite of her young age.

When our hero Pitfall Harry enters the scene, Mira immediately sees in him an ally to her cause. She seeks to vanquish the Scourge once and for all, and knows that he can help her achieve this end. At first, she simply communicates with him via a special Moku crystal, but the more she learns about him, the more fascinated she becomes, until at last she finds herself hopelessly in love. With her family gone and her people decimated, the temptation to return with Harry to Earth is a strong one. Will she go with him, or will she remain to lead her people? You'll have to play the game to find out.

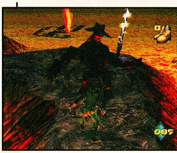


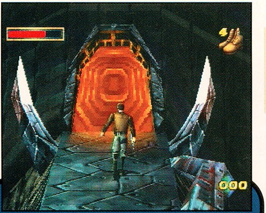
Don't get too close to these brutes, or Harry will find himself flung about the area with no regard for his personal health.

Among the other Pitfall revelations is the introduction of several never-before-seen levels. These include elements such as floating hooks, which Harry can only hang on for a short time, which transport him to new areas of the levels.



New monsters have been introduced, as well, such as the hulking diabolical inhabitant of the lava levels. This nasty beast spews molten rock at Harry from a distance; and if he gets too close, he lifts Harry up and swings him about like a rag doll. (Which, actually, is apparently not that difficult,



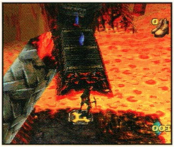


These matter transporters move Harry from one location to another—usually into a significantly more dangerous environment. The moral of the story? Look before you leap.

LIGHT-SOURCED OBJECTS PROVIDE A WARM GLOW IN AN OTHERWISE COLD ENVIRONMENT.

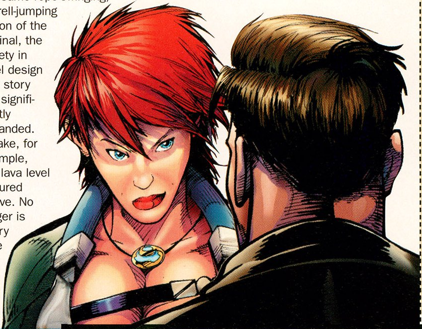
since your everyday scorpion can perform the same feat of strength.

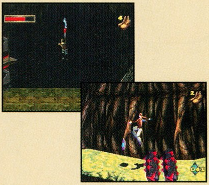
By now it should be obvious that Pitfall 3D is a significant departure from the previous pitfall games. Although the 16-Bit Pitfall: The Mayan Adventure offered an environment much expanded from the original Atari 2600 game, it never strayed from the basic jungle formula as much as Pitfall 3D already has. Although this episode includes the same rope-swinging, barrell-jumping action of the original, the variety in level design and story are significantly expanded.



Take, for example, the lava level pictured above. No longer is Harry able to simply jump over ponds and the occasional tar pit; now he must leap from platform to platform as the very ground crumbles from beneath his feet. And when he falls, it's not to the ground or a friendly pool of water (or tar). If he goes down, he goes down in a ball of flames, complete with appropriate death animation. (This is somewhat balanced by the fact that Harry can't just wander off a cliff—he has to jump off if he wants to throw himself to his death.)

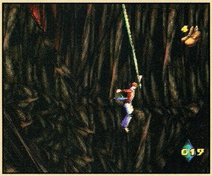
So, yes, the stakes are a bit higher this time around. And the story is a bit more touching, a bit more real. But the basic gameplay is what Activision is counting on to bring Pitfall fans coming back for more.





Everything old is new again

One of the most intriguing things about Pitfall 3D is the way in which the developers are incorporating the trademark Pitfall elements into the new 3-D environment. Remember those barrels that Harry had to jump over in the very first game? Check out their present incarnation (above). Look a little more dangerous now than they did then, don't they? And, like in The Mayan Adventure (and Jungle Hunt, for that matter), Harry will have plenty of opportunities to swing from rope to rope—as well as hang on a number of unusual mechanical devices developed in the ceaseless conflict between the Moku and the Scourge. Luckily, he'll have Mira to help him out.



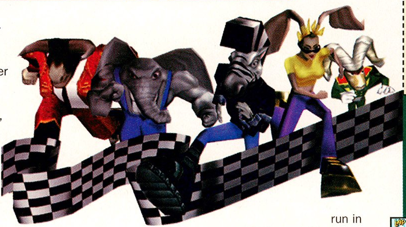
LOOK FAMILIAR? NO PITFALL GAME WOULD BE COMPLETE WITHOUT PLENTY OF ROPES FOR SWINGIN'!

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	80%	April	Activision	Activision

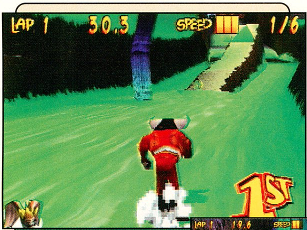
Running Wild

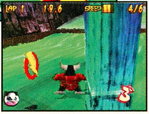
Universal invites you to take a jog on the wild side



Running Wild is an unconventional new racing game from Universal Studios Interactive, producer of the ground-breaking Crash Bandicoot. What makes the game so unusual? For starters, you aren't driving a car, a boat or an airplane. Instead, your only means of locomotion is your own two feet! Players begin by choosing one of six colorful contestants from the animal kingdom, then it's off to the races.

Players speed through such diverse environments as Desert, City, Volcano and Arctic, avoiding hazards and collecting power-ups in the attempt to cross the finish line first.





Among the many levels is a city course, complete with radioactive sewage. Mmmm!

LAP 1
02.6
SPEED
6/6

By advancing through Running Wild's three skill levels, players can unlock extra tracks, including a lunar course, and new Boss characters, such as an ice creature and a cow skeleton!

Running Wild's graphics, which run in high resolution at 60 frames per second, are beautiful to behold. Some of the animation in the 80 percent complete version we received was a bit stiff, but hopefully developer Blue Shift will correct this for the finished version.

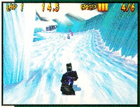
While Running Wild doesn't present much of a challenge on Easy, only the best players will be able to beat the game on the harder skill settings. To do so, you'll need to memorize the location of shortcuts, power-ups and speed arrows, which give you a much-needed burst of speed.

Among the immediately selectable characters are a pompadour-sporting zebra, a militaristic ram and a bull whose outfit indicates he may have recently gotten the better of a matador! According to Universal, if each character was 6 feet tall, they'd be capable of racing at 75 miles per hour!

While enjoyable as a one-player game, Running Wild truly shines in Multiplayer Mode. Up to four gamers can compete head-to-head via a multitap, making Running Wild an instant party favorite.

LAP 1
SPEED
5th

Characters traverse parts of certain levels while sliding on their stomachs.



LAP 1
1:42.6
SPEED

LAP 1
26.3
SPEED
5/6
4TH

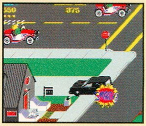
LAP 1
20.8
SPEED
5/6

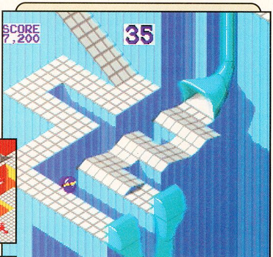
STATS:

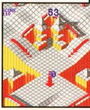
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1-4	80%	March	Universal	Blue Shift

Atari Collection vol. 2

A deep compilation that flaunts Atari's past reign







The latest video game fad, nostalgic compilation titles, is showing no signs of fading. In all likelihood their popularity will wane in the near future for no other reason than the fact companies are beginning to exhaust their limited inventories of great old games. Some are already trying to pass mediocre or bad old games as ones worthy of these types of discs.

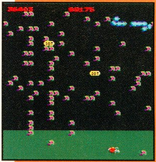
Thankfully, such isn't the case with Midway's Atari Collection Vol. 2. Because Atari practically owned the arcade market for so many years, there are still plenty of good games that can be dug out of their tomb to fill this compilation.

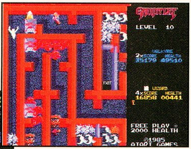
Headlining the pack are a few games that might not feel quite right when they are controlled with a gamepad. Marble Madness, an isometric marble rollerderby, is arguably the best game on the CD, but the game's control was designed for a track-ball. The same is true with Milipede, although previous bouts with Centipede on the first Atari Collection proved that a gamepad would work just dandy with this series. Last, but not least, Roadblasters, a futuristic racing game, was designed with an arcade wheel in mind. One of the biggest challenges Midway faces with this compilation is tweaking these classic games to control well with a pad. Offering analog control support might ease the pain.

The remaining classic games should play just fine without hassle, however. Gauntlet needs no description (although I would rather have seen Gauntlet II included instead). Paperboy, an often forgotten game, lets you relive the treacherous life of a Paperboy by throwing papers into mailboxes, doorways and occasionally into windows. And finally, the collection includes a Pac-Man rip-off in an isometric setting called Crystal Castles. Although not bad, it probably doesn't invoke too many feelings among even the eldest gamers.

As far as compilations go, Midway's Arcade Classics Vol. 2 looks to be one of the strongest packs to come out in awhile. The only thing that might tarnish this promising group of classics is not preserving each game's control while making them work with your PlayStation gamepad.

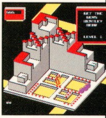
MILIPEDE ADDS A FEW NEW ELEMENTS TO MAKE IT A DEEPER GAME THAN CENTIPEDE.

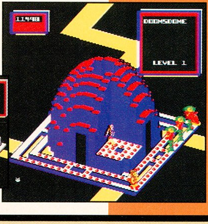




GAUNTLET
LEVEL
WIZARD
SCORE HEALTH
FREE PLAY =
2000 HEALTH
©1985

GAUNTLET IS A TIMELESS DUNGEON GAME THAT INVOKES GREAT MEMORIES.



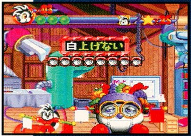


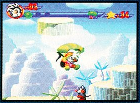
STATS:

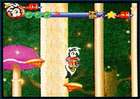
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Classic	1 or 2	80%	March	Midway	Atari

Punky Skunk

Something smells punky

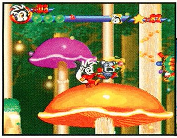


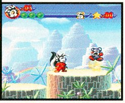




POGO STICKS AND OTHER TOOLS ADD NEW POWERS.

If you have a younger brother or sister who's interested in the PlayStation but can't quite handle the complexities of more grown-up titles, Jaleco has just the game for them. Punky Skunk is colorful 2-D platform game that harkens back to earlier 8- and 16-Bit titles, such as Super Mario Brothers. You play as the title character, Punky, who's out to stop a gang of troublesome opossums.





Punky's inventor friend provides him with plenty of items to aid him on his quest, such as pogo sticks, roller blades and a parachute. There is even a pair of mole claws that allow Punky to burrow Dig-Dug style through the earth. If these devices fail him, Punky can always rely on the one tool nature gave him, the ability to spray enemies with a foul-smelling liquid.

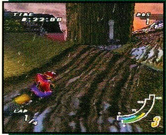
Punky Skunk is by far one of the most kid-friendly games available for the PlayStation. Levels are simply designed, and health power-ups are plentiful. There are plenty of hidden items for more persistent children to discover. There are even entertaining mini games, such as a slot machine and a memory game, between levels, adding to the fun.

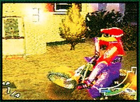
STATS:

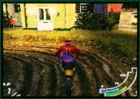
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	95%	March	Jaleco	Visit

Supercross

Realistic racing from Acclaim and friends



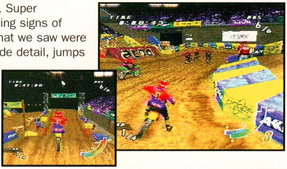




REALISTIC LIGHT-SOURCING HIGHLIGHTS THE TRACKS.

Once totally devoid of any quality motorcycle games, PlayStation seems to be receiving a spate of them as of late. First Delphine Software and Electronic Arts gave us the excellent Moto Racer. Soon, Probe and Acclaim will deliver Super Motocross.

Although extremely early, Super Motocross already is showing signs of potential. The two tracks that we saw were filled with plenty of track-side detail, jumps and shortcuts. Additionally, each track has both a fair and foul weather option. During poor weather conditions, new texture maps are applied to the tracks and bike handling deteriorates dramatically. The emphasis here is on realism.



Although Acclaim asked us not to print the specifics until they become finalized, both a major motorcycle manufacturer and a top supercross rider are expected to lend their names to Super Motocross. The racer in question is said to be very excited about the project and intends to offer plenty of criticism and insight to the team at Probe.

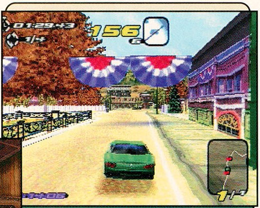
STATS:

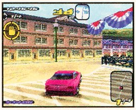
THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	50%	Summer	Acclaim	Probe

Need For Speed III

EA's newest racer pulls ahead of the pack

Electronic Arts is hard at work on the latest addition to their successful Need for Speed racing franchise. Need for Speed III looks to be the best so far, and might even manage to make up for what many fans considered a disappointment in Need for Speed: V-Rally.





This time around, the game will include *at least* eight new licensed vehicles, from a Ferrari 550 to a Lamborghini Countach. Ten new courses offer additional variety, as does the inclusion of night driving (complete with high and low beam headlights). Perhaps the most innovative new feature is the inclusion of Pursuit Mode, which throws police into the mix, forcing racers to make a choice between obeying the speed limit or being on the run from the law!

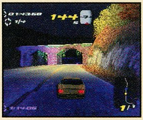
Like in Need for Speed II, the tracks are relatively wide, with large shoulders and non-paved surfaces which might just hide a shortcut or two. The inclusion of some spectacular jumps (assuming you're not obeying that speed limit, of course) makes things even more crazy. It *almost* seems possible to jump a covered bridge, for instance.

Enemy artificial intelligence has been souped up for this version, giving computer opponents a wider, more believable range of reactions to events taking place around them. CPU drivers will exhibit aggression by accelerating, blocking, ramming and honking (no swearing or shooting yet; but hey, who knows?). Furthermore, non-competitive traffic can be added from the Option Screen for an additional challenge.

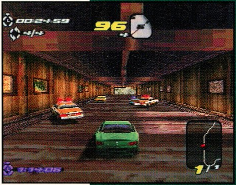
The graphics of Need for Speed III appear to be the best of the series. The detail in the daytime, though impressive, is not nearly as striking as the nighttime light-sourcing. Headlights appear to cast a very believable glow; and although the police flashers appear a bit too bright in the present revision of the game, they without a doubt catch the driver's attention.

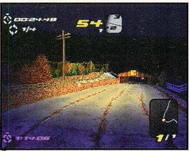
Players can customize the color of their cars to make it a little easier to pretend that they actually own one of these incredibly expensive automobiles. Other options include multiple camera views, Mirror Mode and reversed tracks, traction control and automatic braking.

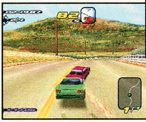
Although the present version includes just one track and only two cars, it's already clear that this game is shaping up into the best Need for Speed game yet. If EA keeps on in the direction they're heading, they're sure to have another hit racer on their hands.



The night-time light-sourcing appears so realistic that it's almost unsettling.



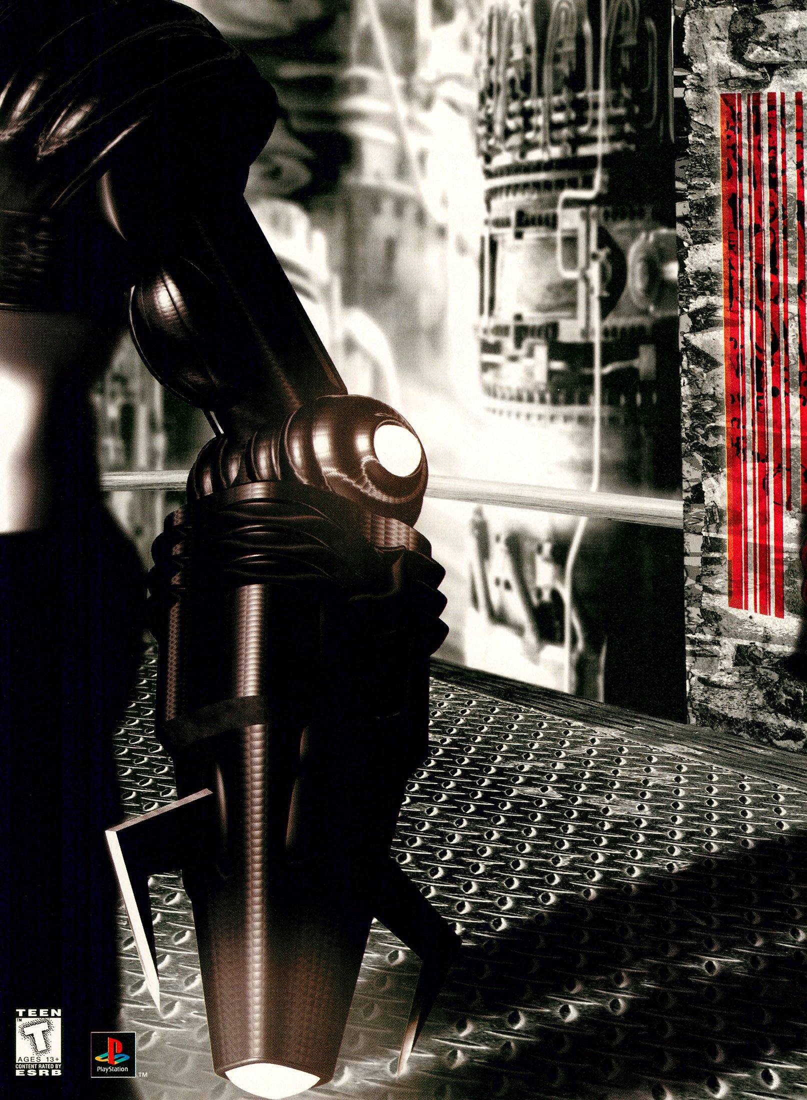


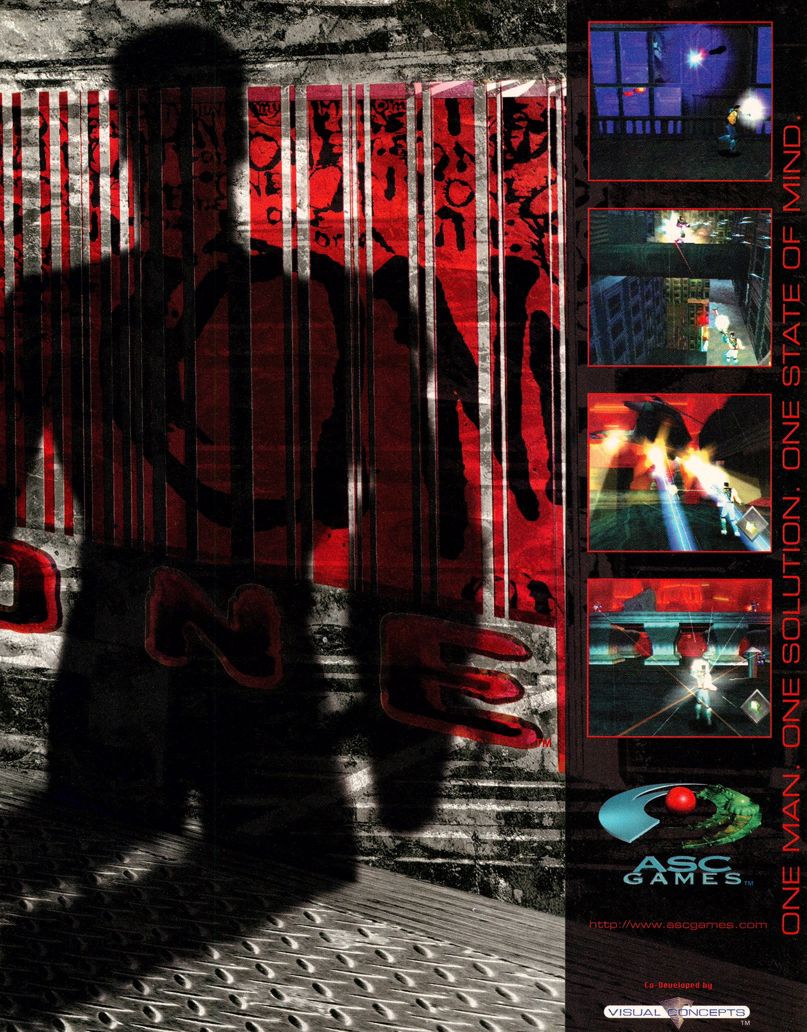


Courses can be raced in daytime or at night for a very different effect.

STATS:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	80%	March	EA	EA

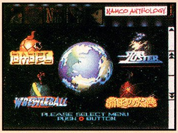

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
PlayStation
TM


ONE™
ONE MAN. ONE SOLUTION. ONE STATE OF MIND.
ASC GAMES™
http://www.ascgames.com
Co-Developed by
VISUAL CONCEPTS™

ONE™ and ASC Games™ are trademarks of American Softworks Corporation. ONE™ is co-developed by Visual Concepts. ©1997 American Softworks Corporation. ©1995 PEG Limited Partnership. PlayStation™ and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

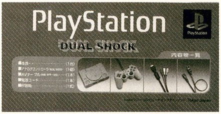
Namco Anthology

Namco could make museum collections for a long time with the library of hits they have. The latest collection has been labeled "anthology" and features such titles as Star Luster, Babel and Wrestleball. The big difference with this one is the fact that all the titles will have their own CG intro movie. The loyal Namco following are waiting with bated breath for Phelios and Burning Force to make an appearance with full CG intro! Yeah.



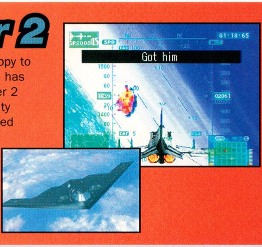
Dual Shock System

The new Dual Shock PS system is basically a PlayStation with a Dual Shock controller packed in. The only other major difference is the addition of a light show screen saver which can be viewed while playing your music CDs. The system also sports the newer AV outs that require the all-in-one plug. A good deal for Japanese gamers who don't yet have a PS.



Sidewinder 2

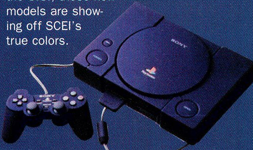
Fans of Bogey Dead Six will be happy to know that the sequel to that game has been released in Japan. Sidewinder 2 has limited Dual Shock compatibility meaning that it was not programmed exclusively for multiple feedback. The graphics are a step down from the first installment with choppy ground textures and weak explosions. Still, there are more missions and features making it mildly interesting.



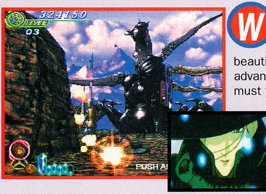
SCEI Rewards PS Owners

In commemoration of shipping 10 million PlayStations in Japan, SCEI has begun to pack special postcards into Japanese PlayStation boxes which will enter new owners into a honey of a contest. Some of the prizes are a Midnight Blue PlayStation, Suede Black Dual Shock PlayStation and Brilliant Silver memory cards. Combined with the new black-and-white controllers available in the U.S., these new models are showing off SCEI's true colors.

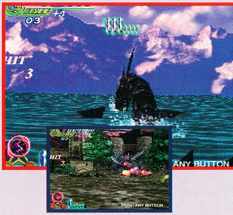
MEMORY CARD
SONY

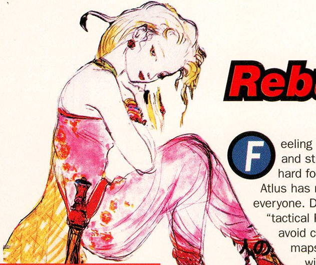


Elemental Yearbold



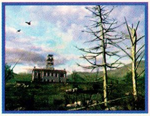
What would you say about a shooting game that has RPG elements? That's basically what Elemental Gearbolt is about. EG has beautiful anime-style intros and cinemas which advance the story. During the shooting stages, you must free the faeries while trying to obtain power-ups to strengthen your weapons and vitality. You have different firing abilities and can switch them on the fly. Working Designs is said to be picking the title up for U.S. release.

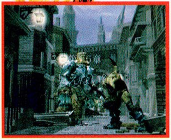


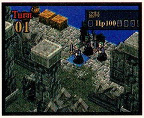


Rebus

Feeling that conventional RPGs and strategy games are too hard for the average gamer, Atlus has made a game for everyone. Dubbing the category "tactical RPG," Rebus tries to avoid complicated polygonal maps, figures and charts with easy to understand rules. The game uses a turn-based system where you must collect "Kaltia" which enables you to use magic and produce weapons. There is also a Multiplayer Mode. You can select from either a male or female character. Handling the character designs is renowned Final Fantasy artist Yoshitaka Amano. Apparently, Amano isn't forbidden from doing other design works for other companies. Atlus has confirmed plans for the U.S. version so you can look forward to some tactical RPG action.







stats:

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Strategy	1 or 2	80%	Mar/Japan	Atlus	Atlus

Gran Turismo

Get set for the most realistic driving game to ever grace a home console. We've finally got our hands on this sucker and it plays like a dream. Gran Turismo is the first controller to take advantage of the new Dual Shock analog controller and it takes full advantage of it. Gran Turismo is undergoing some changes for the U.S. release including a possible name change and additional cars. Look for a big preview next issue as well as a few surprises you'll want to see.

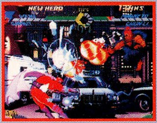
GRAN TURISMO

stats:

AVAILABILITY	PUBLISHER	DEVELOPER
Now/Japan	SCEI	SCEI

X-Men vs. Street Fighter EX

The PlayStation version of the arcade hit X-Men vs. Street Fighter has been on the back burner for a while and now we know why. Due to the tremendous amount of animation four characters generate, Capcom programmers had to get creative with the team battle aspects of the game. Instead of tagging out to your partner, your pal only comes in for special moves. This is sort of a letdown, but considering the game is coming out at all, it's not unacceptable. Then again, we haven't played it yet, so we could be wishing the opposite when we do finally get our chance.



ROGUE
VS
ZANGIEF

stats:

AVAILABILITY	PUBLISHER	DEVELOPER
March/Japan	Capcom	Capcom

Coming to the N

www.video

ELECTRONIC GAMING MONTHLY™

EGM^2®

Official U.S. PlayStation Magazine

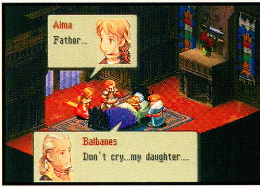
et February 1998

games.com

It's All You Need To Know

videogamespot

ZD ZIFF-DAVIS
a SOFTBANK
company



FINAL FANTASY TACTICS

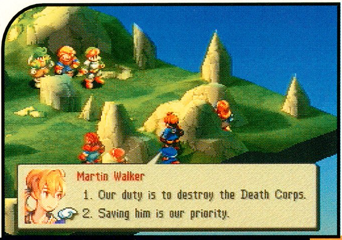
Orchestrated battles over sprawling landscapes

It seems that Squaresoft can do no wrong. As if the success of the first six Nintendo-based Final Fantasy games wasn't enough, the company has popped out successful fighting franchises in Tobal and Bushido Blade. Now, hot on the heels of the success of Final Fantasy VII comes Final Fantasy Tactics, a game as different from FFVII as were that series' first six episodes.

The game begins with a stirring rendered cinematic intro worthy of any feature film. A band of knights is seen racing across a half-familiar countryside on a pack of Chocobos, bringing instant recognition from FFVII players. Cut with varying scenes of the country and overlayed with the game's credits, the intro generates a similar level of excitement and anticipation as any game could hope to generate.

Once the game actually starts, however, the most prevailing emotion is a mild disappointment. This is the point where gamers expecting another Final Fantasy VII are snapped back to reality. Where FFVII maintained a feeling of cinematic quality throughout, Tactics quickly reminds the player that this is, in fact, a game. That is as it should be; there's no way at our present level of technology for a game of this type to be presented with that kind of cinematic flair. It's just that the beautiful intro can get one's hopes up.

All of this is to underscore the fact that Tactics is a very different kind of game set in a familiar world. If you expect another FFVII, you *will* be disappointed.


Martin Walker
1. Our duty is to destroy the Death Corps.
2. Saving him is our priority.

However, this is *not* to say that Tactics is a sub-par game. Its involving story and complex gameplay make it a game with arguably more to it than any other RPG-style Square title to date. How complex, you ask? Truth be told, the scope of the game can be a bit daunting for the less serious adventurer. Although based in a familiar RPG world, this is a strategy game in the classical sense. Gamers are required to manage a large roster of characters, equipping each with weapons, armor and items specific to their class, or "Job." And although your party is occasionally augmented by "Guests" (and each player-controlled character has a limited auto-battle function), you are basically responsible for every movement of every character on your side. There are no quick battles in Final Fantasy Tactics; each move

"Truth be told, bit daunting

Official U.S. PlayStation Magazine ratings at a glance

THE COLOR SCHEMES

BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

- Action/Adventure
- RPG
- Fighting
- Puzzle/Strategy
- Sports/Racing
- Platform

THE RATING SYSTEM

●●●●● Excellent. A must-have game.
●●●●○ Very good. Well worth your time.
●●●○○ Good. Its flaws can be overlooked.
●●○○○ Below average, but not awful.
●○○○○ Almost offensive in its badness.

PlayStation
FINAL FANTASY TACTICS
SQUARESOFT

playSTATS

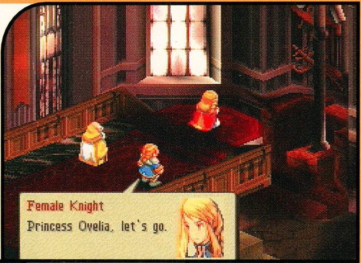
1 or 2 Players

Memory Card 1 block

SCEA

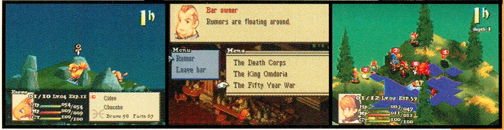
You better pray the almighty is on your side in battle

THE STORY IS ADVANCED THROUGH REALTIME CUT SCENES RATHER THAN FLASHY FFVII-STYLE CINEMAS.



Female Knight
Princess Ovelia, let's go.

must be carefully planned, examined from all sides and finally executed. Change character and repeat. You get the idea. It definitely takes some patience.



Bar owner
Rumors are floating around.

Like Konami's hit strategy RPG, Vandal Hearts, battles take place on uniquely shaped battlefields which are presented in a blocky three dimensions to accentuate the differences in ground height across the field. Unlike Vandal Hearts, however, these battlefields look eminently 32-Bit, with nicely shaded polygons, detailed texture-maps, and effects like rushing water to add atmosphere. The inclusion of a typically superlative Square score provides nice accompaniment.

I was surprised to discover that Square appears to have flipped their style from FFVII; where FFVII had static, sprite-based backgrounds and polygonal characters, Tactics has polygonal backgrounds and sprite-based characters. I'm definitely more a fan of the former setup, but perhaps the number of characters on screen at any given moment predicated the stylistic decision in this case.

In any event, players must maneuver their characters into strategic positions on the polygonal field. I'm happy to see that in this particular strategy RPG, "strategic position" means a little more than getting next to an enemy to whack him with your sword. One of the niftiest features of Tactics is the fact that positioning an archer or magician on high ground offers him or her a significant improvement in attack range. Conversely, long-range attackers trying to reach an enemy on higher ground will find their range significantly diminished. In this way the layout of the battlefield becomes very important in developing an effective strategy.

Also key is the fact that certain creatures are more susceptible to certain attacks than others. A Ghoul, for instance, is impervious to most forms of attack; a simple cure spell, however, will have a devastating effect on him.

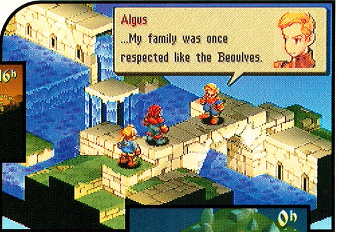
continued

the scope of the game can be a for the less serious adventurer.”

To Battle!

Besides the use of "invited" creatures like Chocobos and Ghouls (obtained through using a character called a Mediator), one of the more intriguing particulars of battle is what happens when a character goes down. Once characters lose all their hit points, they are effectively removed from the battle. Like in FFVII, the use of a Phoenix Down can return them to the battle; but unlike FFVII, if they remain comatose for more than three turns, they are removed from the roster forever. This forces players to fight as economically as possible when a party member has gone down. If the character does finally expire, they leave either crystals or treasure chests behind. Characters who pick up the crystals can use them to either replenish their own hit points or learn a skill that their fallen comrade possessed. Treasure chests contain items and weapons, which can be equipped if the character is skilled in exchanging items during battle. Beware, though: If your main character expires, it's Game Over for you. Hope you saved recently...

Final Fantasy Tactics continued



Algus
...My family was once respected like the Beoulves.

Other creatures can self-destruct, involving a wide range of enemies in the shrapnel. Position one of these in the middle of a tight group of enemies and watch the body parts fly (figuratively speaking, of course; for a combat title, the game involves remarkably little graphic violence). Other creatures, like the Chocobo, as well as familiar items and weapons like the Mythril Knife and Phoenix Down, help experienced players by providing a link to the Final Fantasy universe (in case you were wondering why they called it *Final Fantasy* Tactics).

I do have some complaints, however. Most frustrating to me was the fact that although it is possible to rotate and tilt the battlefield view, it was nearly impossible for me to ever find a satisfactory viewing angle. There are so many changes in ground height that your characters are often partially occluded by other objects on the field. It often takes several different views for me to be satisfied that I'm moving to the right spot. It may sound like a small complaint, but there were very few battles where it wasn't a factor. Would it have been so difficult to include the option of a basic overhead view like the one that Vandal Hearts employed (quite successfully, I might add)? Seems like a bit of an oversight to me.

Jan. 6
Igros Castle
War Funds
0002650

Knight
This is your last chance..... Where is he?

While we're back on the subject of Vandal Hearts, I want to point out that I *really* liked the ability to "support" your allies' attacks when you're surrounding the enemy. It seems like Tactics could have added yet another strategic facet to the multi-faceted game if it had included this feature with the others that it shares with that title. Perhaps in Tactics II?

My only other real warning is to reiterate that this game is extremely complex. By that I mean that the player has control over a multitude of little details that may seem either tedious or frightening (or both) to those more familiar with the WarCraft style of strategy title than, say, the SimCity style.

All in all, these complaints are relatively minor. The bottom line is that Tactics is a game presented with the flair one would expect from the creators of Final Fantasy. A long, involving story, an innovative battle engine and superb use of the technology at hand make for a game which should be able to tide many of us over (for a while, anyway) until the release of Final Fantasy VIII. If you played and enjoyed Vandal Hearts, as I did, you will find many familiar features in Tactics—along with, of course, a number of things you'll need to get used to. But any gamer interested in strategy titles would do well to give this one a try. The mixture of the new and the familiar makes for an overall satisfying combination.

—Joe Rybicki

Knight
This is your last chance..... Where is he?

Master
Welcome. What type of soldier you looking for?

Menu
Male fighter
Female fighter
Change name
Leave store

BATTLEFIELD ENVIRONMENTS VARY FROM SWAMPS AND FORESTS TO CITY STREETS.

box score

Pros

- **Long, complex, involving story**
- **Archers enjoy the advantage of height**
- **Provides a substantial challenge**
- **Limited auto-battle option makes battles go a bit more swiftly**

Cons

- **Some micro-managing is involved**
- **It's hard to get a satisfactory viewing angle**
- **No "support" option**

Official U.S. PlayStation Magazine Rating

●●●●○

WIN! The Ultimate Gaming Rig!!

OVER $20,000^00 IN PRIZES!

PANDEMONIUM
PROMOTIONS, INC.

SONY
SEGA SATURN
NINTENDO64
PlayStation
SONY
SPECIALIZED JOYSTICK
GAME BOY pocket
PlayStation

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 300 Mhz MMX Pentium II, 32 meg. RAM, 4 Gig. HD, 24X CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CA$H! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A	WRECK	D
BREAK	Z	PUNCH	S	SPRAY	C	TURBO	V
STOMP	T	STAND	R	PRESS	E	DREAM	O
CRUSH	I	SCORE	H	SLANT	L	CHASE	P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

☐ ($3.00) Video Game Contest
☐ ($3.00) Media Rig Contest
☐ ($3.00) Computer Contest
☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

Name ______________________ **Age** ______
Address ______________________________
City ______________ **State** ______ **Zip** ______

CLIP AND MAIL

SEND CASH, CHECK, MONEY ORDER TO:
PANDEMONIUM, P.O. BOX 9045
GRESHAM, OR 97030-9045

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEB.21ST, 1998 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. You must be under 30 years old to win. Employees of Pandemonium and its suppliers are ineligible. Judges decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Offer not open to residents of Minnesota. You can request Winners List and Official Rules by writing Pandemonium Rules, 2870 NE Hogan Dr. #E425, Gresham, OR 97030. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. © 1998 Pandemonium Promotions, Inc.

BROKEN SWORD
SHADOW OF THE TEMPLARS

Ancient history meets the present day in a whirlwind international adventure

History. The word may cause one to cringe in memory of endless high school class periods and botched essay exams, and elicit a shudder from those of us who couldn't name the year the First Crusade began if our lives depended on it (it's 1095, if you're wondering; and yes, I did have to look it up). But remember those three little movies about a guy named Indiana Jones? Those were about history, too, and few of us would respond so negatively to them (well, maybe *Temple of Doom*...). That is the kind of history that Broken Sword is about—to wit, the *exciting* kind.

The story begins innocently enough, with the main character (George Stobbard, a Californian on vacation in Paris) dining at an outdoor café. Things quickly get interesting, however, as George becomes witness to an assassination and the theft of a valuable medieval manuscript which dates back to the time of the Knights Templar (see sidebar for a more detailed history of the Knights). George quickly becomes involved in a continent-spanning quest that is more than a little reminiscent of the Indiana Jones films, involving as it does such legendary relics as the Holy Grail or the Crown of Thorns. This expansive story is delivered almost completely through the use of dialogue. When George speaks to another character, the player is presented with a menu of topics represented by icons symbolizing either objects in George's inventory or other subjects which he may have become interested in along the way. Other games have attempted such an interface, but it most often seems quite restrictive. I'm happy to say that Broken Sword maintains a feeling of realism throughout the conversations.

The feeling of realism is augmented by dialogue which is, on the whole, so well-written that I might go so far as to call it brilliant. George keeps up an entertaining (and often quite adult-oriented) repartee with the game's dozens of characters, some of which is just plain laugh-out-loud hysterical. For instance, at one point George picks up a tool to lift the cover from a sewer entrance. Click on the object during his next conversation, and he will innocently ask, "Have I shown you my tool?" to which his male companion will respond, "Yes, I have one just like it. Of course, mine is

"The dialogue
that I might g

SAVE YOUR GAME OFTEN; THERE ARE MANY AREAS WHERE YOU WON'T LEARN THE RIGHT WAY TO PROCEED UNTIL YOU'RE DEAD.

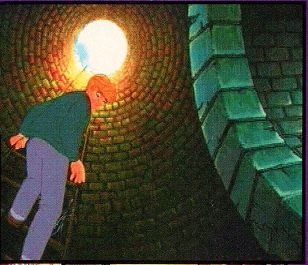
PlayStation
Broken Sword
The Shadow of the Templars
RP
THQ

playSTATS

1 Player | Mouse Compatible | Memory Card 1 block | T*HQ

Broken Sword's animation would make Uncle Walt proud

EXPLORING THE SEWERS OF PARIS IS ONLY ONE OF THE DISGUSTING ENDEAVORS GEORGE MUST UNDERTAKE AS HIS QUEST DEVELOPS.



TABAC
FRITES
Café

much bigger." Such humor is so unexpected in a Play-Station game that, as off-color as it may be, the element of surprise helps get a laugh every time. Other such one-liners (many of which are quite a bit more refined than this particularly bawdy example) help lighten up the game's intense historical plot.

is, on the whole, so well-written so far as to call it brilliant."

With the story drawing so heavily on actual historical events, it should be pointed out that Broken Sword is about gaming history, as well. Originally a PC title called Circle of Blood, the game stands in many ways on the shoulders of the classic King's Quest adventure series, a legacy with its origins in ancient history: the early 1980s. As one of the first PC graphic adventure games, King's Quest spawned eight sequels which eventually evolved into the very style of interactive, cinematic, animated adventure that you see here. This animated-film style is one of the many features that make Broken Sword truly stand out from other PlayStation titles. Every location is represented in finely hand-drawn detail which portrays each of the many real-world locations with believable flair. The multitude of unique characters are detailed, as well, with distinct personalities conveyed through clothing, voice, even posture—not to mention the fact that every character is, well, *animated*, with an array of facial expressions that testify to the animation teams' vast collective experience. (Some of their credits include the feature films *American Tail, All Dogs Go to Heaven II* and *Balto.*) Each scene is rich with color and detail—so much so, in fact, that it leads to the game's only significant flaw.

See, there's so much involved in every scene, graphically speaking, that the PlayStation's limited memory is pushed to its limits. Not being a programmer myself, I can't say whether

continued

An Exceptionally Brief History of the Order of the Poor Knights of Christ and the Temple of Solomon

The First Crusade was started (in 1095, remember?) when Pope Urban II sent a call throughout Europe for volunteers to fight their way into Jerusalem (roughly 1500 miles from Rome) and claim the Holy City in the name of Christianity. Once Jerusalem was "liberated," many Europeans began making pilgrimages to the Holy Land to revisit the city where Jesus Christ was put to death and buried. Unfortunately for these pilgrims, the lands surrounding the routes of travel were still occupied by the Moslem peoples, who by now thought none too highly of the apparently bloodthirsty Christians. After several parties of pilgrims were lost, a French nobleman named Hugues de Payen approached the new King of Jerusalem with an offer to police the pilgrimage routes with eight other hand-picked knights. Despite the apparent futility of nine knights against a veritable army of infidels, de Payen's men did an admirable job of defending the pilgrimage routes, so much so that the group quickly expanded, growing in favor with European nobility, who granted the organization large sums of money and substantial plots of land. As respect for the Knights grew, they also took into their possession for safekeeping an astounding number of religious relics, ranging from the Head of John the Baptist to the Holy Grail itself. For over two hundred years the Knights worked as guardians of riches and relics, until word of their secret (some say occult) practices began to make the Europeans uneasy. On Friday, October 13, 1307, the French king Philip IV, bitter about having been rejected from joining the order, condemned the Knights as heretics and occultists and had them put to death. The persecution quickly spread throughout Europe as other countries followed suit. When the authorities went looking for the Knights' treasure and their huge fleet, however, these had completely disappeared. To this day the ultimate fate of the Knights is still unknown, although offshoots of the order can be traced down to the present-day Freemasons. Some speculate that the original order still exists, but under a new, secret name. We may never know.

Broken Sword continued

PARIS
Café de la chandelle verte
Poste de police
NICOLE COLLARD
50-68-26-17
361 RUE
SARRY
B. TODRYK

there's some mathematical programming trick which would have allowed the developers to cram all that information into the console's memory banks a little more efficiently. I will say, however, that the ponderous load times hurt the game in more ways than one. Take, for example, a scene in which George is forced to hide in a huge armoire to avoid being detected by a man he's tailing. There is a scene with George getting into the armoire and closing the door; this scene cuts to the suspect entering the room and heading to the armoire to retrieve a pair of pants; cut to George cringing and squeezing into a corner of the chest; cut to the suspect taking his pants and closing the door; cut to George's sigh of relief; cut to an exterior view of the suspect leaving the room and George exiting the armoire. Sound exhausting? In an animated film, such a sequence would take merely a few seconds. But Broken Sword has to switch to a loading screen *between each scene* listed above. That amounts to over a minute spent on a scene which should have taken a fraction of that time. It all but kills the tension which that sequence should have elicited.

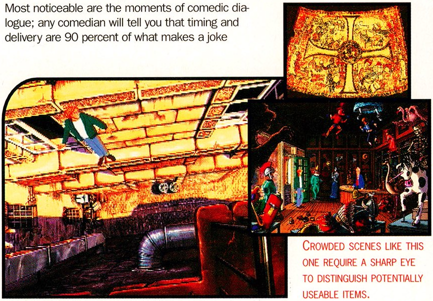
EUROPE
Lochmarne
Paris

The fact that the game frequently also has to load between lines of dialogue (no Loading Screen here, fortunately) causes more problems. Most noticeable are the moments of comedic dialogue; any comedian will tell you that timing and delivery are 90 percent of what makes a joke funny. Listening to your CD spinning while waiting for a punch line can make even the most well-written dialogue seem simply tedious. It's particularly unfortunate when the writing is as superb as it is.

Also unfortunate is the fact that the graphics, which were designed to be displayed on a high-resolution computer screen, suffer significantly from the translation to a television-quality display. Many of the intricately detailed scenes (most notably the medieval manuscript which plays a large role in the game) lose a great deal of image quality to poor resolution, making some particularly busy scenes seem jumbled and blurry, and making it difficult to identify the icons representing conversation topics.

Nevertheless, Broken Sword is a game with overall exceptional graphics, an involving story and extremely well-written dialogue. Its flaws are significant, but not enough to outweigh the pleasure of such an intriguing adventure title. If you're an action freak with an itchy trigger finger and a short attention span, you probably will want to pass on this one in favor of something a bit more primal; but if you have access to a PlayStation mouse—and a great deal of patience—be sure not to miss it.

—Joe Rybicki



CROWDED SCENES LIKE THIS ONE REQUIRE A SHARP EYE TO DISTINGUISH POTENTIALLY USEABLE ITEMS.

box score

Pros

- **Stunning graphics**
- **Wonderfully well-written dialogue**
- **Engrossing story**
- **Some challenging puzzles**

Cons

- **Load times!**
- **Some blurring of images**
- **Load times!**
- **Cursor movement can be tedious without a mouse**

Official U.S. PlayStation Magazine Rating

● ● ● ● ○

PICK UP THE FEBRUARY OFFICIAL PLAYSTATION MAGAZINE NOW

THE OFFICIAL GUIDE TO

TOMB RAIDER II

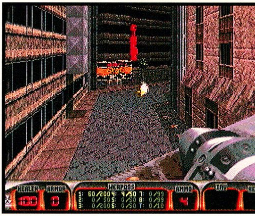
STARRING LARA CROFT

Strategies For Tomb Raider I and II

ON SALE NOW

This guide is available at the following locations:
K mart, Wal-Mart, Electronics Boutique,
Waldenbooks, Target, Borders,
Crown Books, Barnes & Noble
Licensed by Eidos Interactive PLC

ELECTRONIC GAMING MONTHLY EGM² CORE EIDOS INTERACTIVE



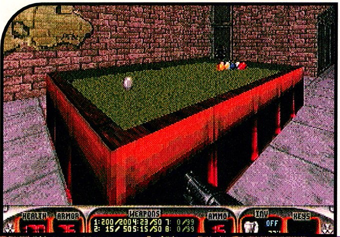
DUKE NUKEM: TOTAL MELTDOWN

This is not your mother's corridor shooter

After over a year of development, GT Interactive has finally released the PlayStation version of their blockbuster PC corridor-shooter hit Duke Nukem 3D. Entitled Duke Nukem: Total Meltdown, this version packs every level of each of the original game's three commercial episodes, plus an entire episode of levels designed exclusively for the PlayStation.

The original Duke Nukem 3D came along at a time when Doom was dominating the PC market. That game spawned a huge number of sequels and knockoffs which were generally dark and bloody, with lots of serious carnage that after a time got just plain boring (see the original Quake for one example).

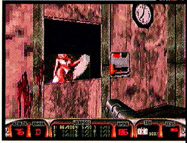
Then, like a breath of fresh air, along came Duke with his tough humor and cool action-hero style, spouting one-liners straight out of *Evil Dead 2* (and a few original compositions, as well) with a Dirty Harry take-no-crap flair. He inhabited a world which bore far more resemblance to our own than any previous game in the genre, complete with movie theaters, pool tables and even strip clubs.

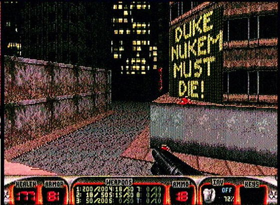


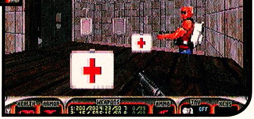
Oh, yeah, the strip clubs. To round out (so to speak) Duke's grown-up image, the developers threw in plenty of gratuitously clad women, in all their pixellated glory. As Duke progressed further into the game, the women became more frequent—in inverse proportion to the amount of clothing they wore, apparently. Oh, no one ever tried to hide the game's target audience; you have to give them that.

Why so much about the PC version? It's simple: The PlayStation version is almost *exactly* identical to the PC in terms of the three original episodes. Occasional graphic differences exist (more detailed explosions (that's good) and lower frame rates (that's bad), for example, but all the level elements are the same, as are the proliferation of monotonous grey-stone textures; heavily pixellated, minimally animated enemies; and dated pop-culture references like O.J.'s Bronco racing on the television in the bar on Level Two. Therefore, long-time PlayStation owners (not to mention parents) might be unpleasantly surprised at the almost unprecedented (for an American PS title) amount of naughty language, racy humor and scantily clad female forms. Now, there's little here that you won't find on network TV

> "Duke is when it







"Damn, I look good!" growls Duke upon his first encounter with an in-game mirror. Don't be surprised if you end up trying to shoot yourself.

playSTATS

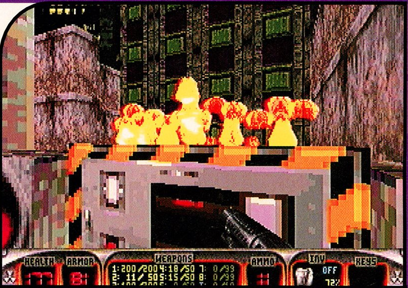
PlayStation
DUKE NUKEM
M

1 or 2 Players | Analog Controller Compatible | Memory Card 4 blocks | Link Cable 2 Consoles

GT Int.

PlayStation

Life is about shooting large guns and rescuing scantily clad chicks



ONE OF THE GRAPHIC IMPROVEMENTS FROM THE ORIGINAL INVOLVES MORE FLUID-LOOKING EXPLOSIONS, LIKE THE ONES SEEN AT THIS DESTRUCTION SITE.

(although Duke does have his moments). It's just unusual for video games in general and a PlayStation game in particular.

The PS-exclusive levels are generally more tame, and most are quite entertaining. Many levels are based on specific hit PlayStation titles; the Tomb Raider-esque design of the first level in the episode is amusing in its accuracy, and the WipeOut level is dead-on—even down to a parody of the Psygnosis Owl. They seem more difficult than the original three episodes, which is an added plus if you like challenge and a minus if you're itching to see all the parodies. No freebies here; you'll work for your reward.

Duke is most unique and entertaining when it emulates the real world.

most unique and entertaining emulates the real world."

HEALTH
ARMOR
WEAPONS
AMMO
INV
KEYS

Shooting up a movie theater, playing pool with a pistol and destroying (not to mention using) toilets and urinals makes the game feel almost like a poor-man's virtual reality. But the genre has evolved beyond Duke's relatively dated appearance and design, and it's hard for him to hold his own. If you're a die-hard Duke fan, you may be annoyed at the lower graphic quality, but you should enjoy the PlayStation-exclusive levels. If you're not familiar with the man, then the game certainly offers a distinct diversion from the standard corridor formula.

—Joe Rybicki

box score

Pros

- PlayStation-exclusive levels
- Analog support
- Semi-realistic setting

Cons

- Dated look, low frame rate
- May be surprisingly vulgar for some
- Will offend the women in your life

Official U.S. PlayStation Magazine Rating

● ● ● ○ ○

playSTATS

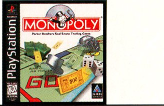
Mouse Compatible

Multi Tap Adaptable 1-4 Players

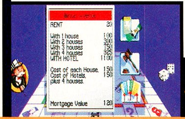
1-4 Players

Memory Card 1 block

Hasbro Int.



MONOPOLY

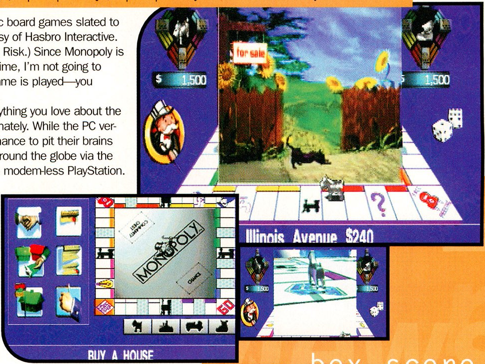


RENT 20
With 1 house 100
With 2 houses 300
With 3 houses 750
With 4 houses 925
WITH HOTEL 1100
Cost of each House 150
Cost of Hotels, plus 4 houses 150
Mortgage Value 120

Property, property, property... is all you need

Monopoly is the first of three classic board games slated to appear on the PlayStation courtesy of Hasbro Interactive. (The other two are Battleship and Risk.) Since Monopoly is the best-selling board game of all time, I'm not going to waste a lot of space describing how the game is played—you already know whether you love it or hate it.

Monopoly for the PlayStation offers everything you love about the classic board game and little else, unfortunately. While the PC version offers would-be Donald Trumps the chance to pit their brains and bank accounts against gamers from around the globe via the Internet, no such option is available on the modem-less PlayStation. (Maybe that Saturn Netlink wasn't such a crazy idea after all...) So basically what you have here is the board game with an automated bank teller.



My first major gripe with the PlayStation version of Monopoly is that it only allows four human players, while the PC accommodates six. The day the game arrived, all five of us *OPM* editors decided to have a winner-takes-office-bragging-rights match only to learn one of us had to be relegated to the bench. (If you could have seen the look on poor Mad Dog's face...)

HASBRO INTERACTIVE'S MONOPOLY HAS SOME MILDLY INTERESTING CINEMAS, BUT THEY SLOW DOWN THE GAME SO MUCH, YOU'LL MOST LIKELY WANT TO TURN THEM OFF.

The game does have some mildly interesting movies of your marker moving around the board, but they increase the length of the average game so much, you'll most likely turn them off after five minutes. With the movies off, you're basically staring straight down on a standard Monopoly board. Why aren't there any funny animations of the cop dragging your marker to jail or of Rich Uncle Pennybags?

$ 1,260
1,500
Vermont Avenue $100
$ 1,260
Mediterranean Avenue $60

On the plus side, the game allows you to customize the rules according to the way *you* like to play. It even has speed matches and an international rules option for all of you aspiring tournament competitors.

If you have a couple of friends who love Monopoly but don't like being the banker, you really can't go wrong with the PlayStation version of this timeless classic.

—Gary Mollohan

box score

Pros

- Fully customizable rules
- Automated bank
- Jazzy, pass-the-beer-nuts lounge music
- Point-and-click interface

Cons

- Poor computer artificial intelligence
- Cinemas slow down game too much
- Like the board game, Hasbro's Monopoly is guaranteed to bring out the worst in all your "friends"

Official U.S. PlayStation Magazine Rating

● ● ● ○ ○

playSTATS

Analog Controller Compatible

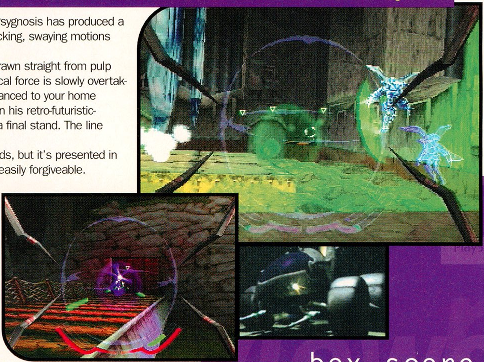
1 Player

Memory Card 1 block

Psygnosis

SHADOW MASTER

Imagine a corridor shooter with disco lights



Somebody pass the Dramamine! Psygnosis has produced a game so realistic in its rolling, rocking, swaying motions that it's, well, sickening.

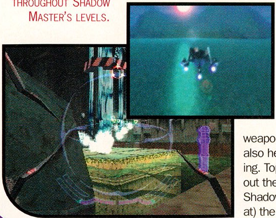
Shadow Master's story is one drawn straight from pulp science fiction of the mid-1900s. A diabolical force is slowly overtaking the entire universe, and has finally advanced to your home planet. It's now up to one man (i.e., you), in his retro-futuristic-looking-save-the-universe-mobile, to make a final stand. The line must be drawn here, etc.

No, the story isn't going to win any awards, but it's presented in such a perfect space-opera style that it is easily forgiveable. Psygnosis' trademark cinemas use some nice, vaguely ominous imagery to convey an appropriate feeling of dread as the Shadow Master's dominion is extended over the entire universe.

After the game's story setup, it's almost surprising to find yourself in a 3-D corridor-style shooter. "Been there!" you say, "Done that!" And rightly so; the first-person shooter is tired and overdone. But there is the occasional gem that stands out from the pile of rot, and Shadow Master is just such a title, with a number of unusual features that give it a unique style all its own.

Most noticeable is the game's sense of speed. Remember, you're piloting the save-the-universe-mobile (arguably more important than you are to this mission), so you'll find yourself hurtling down hallways and around corners with engine-powered speed. And the thing handles just like it looks; those huge balloony tires will send you bouncing over hills and rocking around corners.

A SURPRISING NUMBER OF PUZZLES (SURPRISING FOR A FIRST-PERSON SHOOTER, ANYWAY) ARE INTERSPERSED THROUGHOUT SHADOW MASTER'S LEVELS.



Another significant innovation is the organic level design. Curving paths and asymmetric organization are the rule here, giving corridor veterans a surprisingly significant challenge.

An unusual array of weapons and varied enemies also help to keep things interesting. Top-notch graphics round out the presentation, putting Shadow Master easily near (or at) the top of the genre.

—Joe Rybicki

box score

Pros

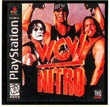
- Great graphics
- Organic level design
- It's really fast!
- Slightly campy space-opera story

Cons

- Mission objectives could be more specific
- Motion can truly be sickening
- Story could use some depth

Official U.S. PlayStation Magazine Rating

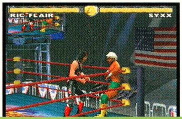
● ● ● ● ○



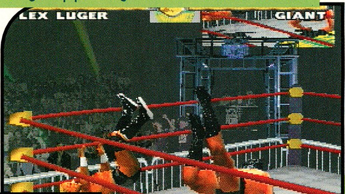
T*HQ

1 or 2 Players

WCW NITRO

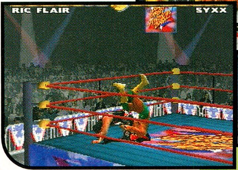


Big men in close quarters grappling with each other



Hot on the heals of T*HQ's successful wrestling title WCW Vs. the World comes WCW Nitro. While WCW Vs. the World primarily focused on grappling and mat technique, Nitro is meant to capture the high-impact style of wrestling exhibited week after week on the nation's highest-rated cable program.

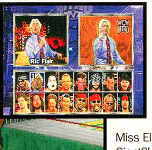
Nitro's biggest asset is its unusually large roster of wrestlers. In addition to the game's 16 immediately selectable superstars, Nitro contains over a dozen hidden characters—including lesser-known grapplers, ring announcers and managers. For the most part, each wrestler bears a reasonably accurate resemblance to his real-life counterpart and can perform dozens of bruising motion-captured moves in addition to three "signature" moves.



Nitro could be a contender, if it weren't for a few serious flaws. First is the haphazard way the victor of each lock-up is decided. It really didn't seem based on physical status or the speed in which button combinations were pressed. It just seemed random. The game's sloppy collision detection only exacerbates the problem. What's worse, one move in particular—stomp—can be exploited to beat computer-controlled opponents in seconds. After falling your opponent, all you have to do is kick him repeatedly until his strength bar is totally depleted, then go for the pin. Switching to the hardest difficulty setting alleviates the problem somewhat but not completely.

A TRADEMARK OF WRESTLING PROGRAMS, COLORFUL RANTS BY EACH WRESTLER CAN BE PLAYED BEFORE EACH MATCH-UP. TOO BAD THE GAME'S NOT AS GOOD.

Hardcore wrestling fans no doubt will be turned off by the cavalier way Nitro tosses many of pro wrestling's conventions out the window. When could a match be won by decision? You can also pin an opponent while he's in the ropes, another wrestling no-no. Even more bizarre, Nitro's run-in characters, who occasionally sneak attack to give your opponent the upper hand, perform feats they could never accomplish in real life. Miss Elizabeth power bomb the Giant?! I don't think so.



Although enjoyable as a two-player game, Nitro could've been better with a bit more polishing.

—Gary Mollohan

box score

Pros

- Huge number of top wrestling stars
- Tag-team matches
- Run-in sneak attacks
- Loads of moves

Cons

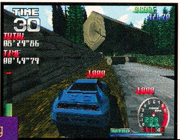
- Haphazard gameplay
- Sloppy artificial intelligence
- Outlandish match-ups

● ● ◐ ○ ○

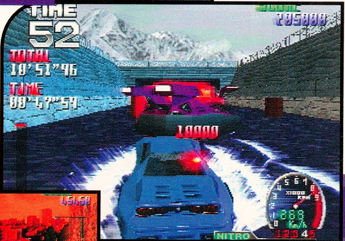
RAY TRACERS
PlayStation
THQ

T*HQ

RAY TRACERS

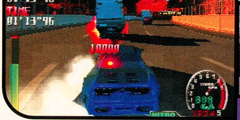


Road rage is a good thing



Ray Tracers, T*HQ's sharp-looking new combat racing game, has much in common with another recent PlayStation release, ASCII's Felony 11-79. While Felony put gamers in the role of a lead-footed thief, Ray Tracers puts gamers on the *other* side of the law as a futuristic cop.

The object of Ray Tracers is to complete each course as quickly as possible, destroying as many enemy cars and roadside objects as you can with your sole weapon—your own car! At the end of each level is a powerful Boss vehicle, which requires many more hits to destroy than the standard enemy cars. Fortunately, your car is equipped with nitro, which allows you to hammer the Bosses with steel-shattering ferocity.

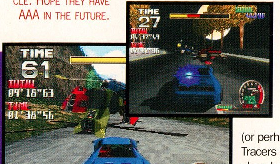


Graphically, Ray Tracers is probably the most impressive-looking game in its category. The game uses every graphical trick in the book, from environment-mapped windshields to light-sourced explosions. While such graphical extras can't turn a bad game into a good one, they can make a good game like Ray Tracers even better.

The only things holding Ray Tracers back is its length and the lack of a Two-player Mode. The game can be sped through in under 20 minutes, delivering a satisfying, albeit brief, gaming experience. Beating the game with every car, however, is another story. Defeating Ray Tracers with one of the slower or lighter cars is actually quite difficult and requires lots of practice.

While Bosses are equipped with an array of rockets, lasers and machine guns, your only weapon is your vehicle. Hope they have AAA in the future.

Taito seemingly threw in a Time Attack Mode, which requires you to race against a single computer-controlled opponent on a closed track, as an afterthought. Compared to the action-packed Chase Mode, it's rather dull. Had Taito allowed you to race against a friend on a traffic-filled course, they would have been onto something.



Despite its brief length (or perhaps because of it), Ray Tracers was one of my most-played games of the past couple of months—an undeniable testament to its quality. The game, however, will surely leave others wanting more.

—***Gary Mollohan***

- **Gorgeous graphics**
- **Fast, arcade-like gameplay**
- **Great car physics**
- **Challenging Boss vehicles**

- **The game's don't-blink-or-you'll-miss-it length**
- **Lack of a Two-player Option**
- **Gets a bit repetitive after a while**

● ● ● ○ ○

PlayStation
BEAST WARS
TRANSFORMERS

Hasbro Int.

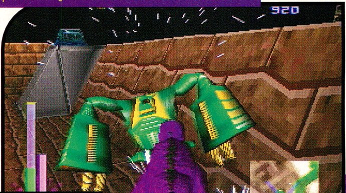
BEAST WARS

An ill-conceived, poorly executed mess

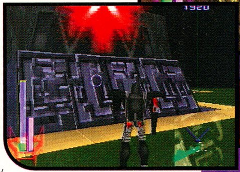
Like many other games based on a hot toy license or TV series, Beast Wars is an ill-conceived, poorly executed mess.

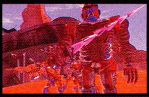
Having never seen the new CG animated series, I can't comment on how faithful of an adaptation Beast Wars is, but I do know that as a game it stinks.

After aligning yourself with either the noble Maximals or the treacherous Predacons you must perform a series of tedious "missions," which generally consist of activating a few switches and killing a Boss character. That's about it. Really.



Developer Takara did manage to work in some pretty explosions and a bizarre, other-worldly landscape to explore, but the action is so trite you probably won't have the desire to see much of it.

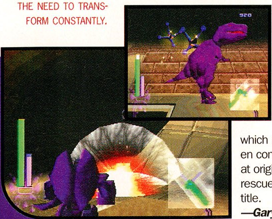




Each team has only five transformers from which to choose, and they are all poorly animated. If you ask me, robots that transform into vehicles and vice versa are much cooler. What's more, the creators of the game worked in a contrived reason for switching between the various forms. To fire your weapon, you have to be in the robot form. Unfortunately, your character constantly takes environmental damage from a substance known as Energon while in robot form, so you constantly have to revert back to animal form. This does nothing to enhance gameplay and probably was a marketing decision. ("They're transformers, so they should probably transform a lot, right?")

BEAST WARS' GIANT PURPLE DINOSAUR ACTUALLY IS MORE IRRITATING THAN BARNEY THANKS TO LAME ANIMATION AND THE NEED TO TRANSFORM CONSTANTLY.

Another source of irritation is the lack of save points within each level, which was most likely a conscious decision by the developer to keep you from blowing through the game too quickly. If you die all the way at the end, you have to go back to the very beginning, which sucks.



The shooter levels which allow you to rescue a fallen comrade are at least a stab at originality but aren't enough to rescue this wholly forgettable title.

—Gary Mollohan

- **Bizarre, other-worldly landscapes**
- **Nice explosions**
- **Large levels**
- **Bonus shooter levels**

- **Dull missions**
- **No save points within levels**
- **Herky-jerky animations**

● ◐ ○ ○ ○

Multi Tap Adaptable
1~4 Players

1~4 Players

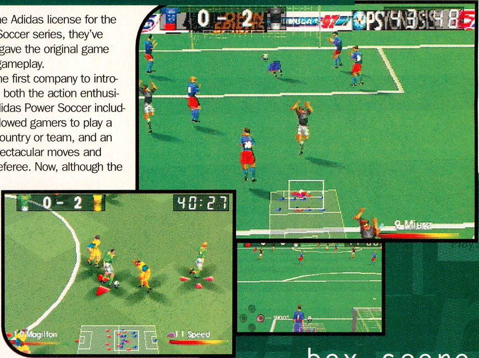
Psygnosis

POWER SOCCER 2

Little more than more of the same

Although Psygnosis has let go of the Adidas license for the latest incarnation of their Power Soccer series, they've managed to keep a grip on what gave the original game its success: well-balanced, varied gameplay.

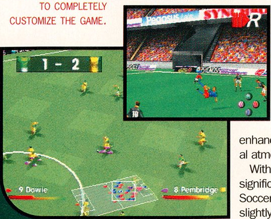
Some may credit Psygnosis with being the first company to introduce two distinct modes of play to cater to both the action enthusiast and the statistic freak. Their original Adidas Power Soccer included the standard Simulation Mode which allowed gamers to play a realistic game of football as their favorite country or team, and an Arcade Mode which added a number of spectacular moves and removed (mostly) the watchful eye of the referee. Now, although the Simulation Mode has changed mostly in the form of small tweaks and adjustments, the Arcade Mode introduces a range of new moves which are as spectacular as they are highly illegal. There's nothing better than throwing a flying karate kick to the head of your opponent to gain possession of the ball. Or jumping feet-first right at your opponent's kneecaps. Ouch!



The game engine remains basically unchanged, which means that the gameplay still suffers from a few flaws. One thing I found particularly frustrating was how slowly and clumsily players seem to switch direction. It just doesn't seem like it should take that long to move around to the other side of the ball. Also, the game's tendency to automatically switch to the player closest to the ball can cause confusion when two players are more or less equidistant from the ball.

NEARLY EVERY ELEMENT OF POWER SOCCER 2 CAN BE ADJUSTED FROM THE OPTIONS MENU, ALLOWING PLAYERS TO COMPLETELY CUSTOMIZE THE GAME.

Graphically, the game is as fine as ever, with more detailed stadiums and a nice Replay Mode to examine all the great animations. One unusual flaw I noticed was the occasional "pop-up" of players in the longest panorama view, but I don't often use that perspective anyway. Sound has also been enhanced to add some additional atmosphere.



Without a wider range of significant improvements, Power Soccer 2 ends up as an only-slightly-better-than-average rental.

—Joe Rybicki

box score

Pros

- Vicious new moves
- Great graphics and animation
- Nice, atmospheric sound
- Wide range of game options

Cons

- Analog support would have helped the occasional control issues
- Some strange graphical glitches
- It's more of the same

Official U.S. PlayStation Magazine Rating

●●●○○

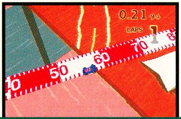
MAXIMUM MULTI-PLAYER RACING
MicroMachines
V3
PlayStation

Multi Tap Adaptable 1~8 Players

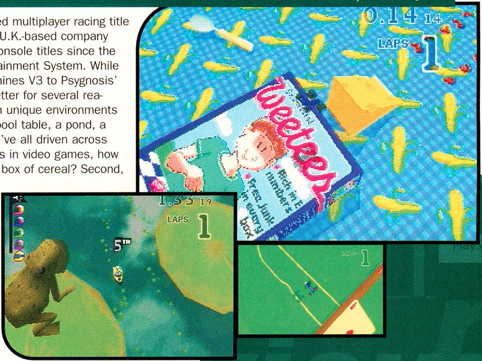
1~8 Players

Midway

MICRO MACHINES



Sometimes, brilliance comes in small packages



Micro Machines V3 is lighthearted multiplayer racing title developed by Codemasters, a U.K.-based company that has been creating great console titles since the days of the old Nintendo Entertainment System. While many undoubtedly will liken Micro Machines V3 to Psygnosis' Rush Hour, Micro Machines is much better for several reasons. First, you get to race across such unique environments as a breakfast table, a science lab, a pool table, a pond, a beach and a restaurant table. While we've all driven across suspension bridges and through tunnels in video games, how many times have you ramped across a box of cereal? Second, up to eight players can compete simultaneously via the PlayStation's sorely under-utilized multi-tap. Also, Micro Machines allows you to win hidden bonus vehicles–such as ice cream trucks, hovercrafts and futuristic, transmutable cars–and save them to a memory card. Then, you can take your card to friend's house and race against his or her secret cars "for keeps." In other words, if you beat your friend, you win his or her car!

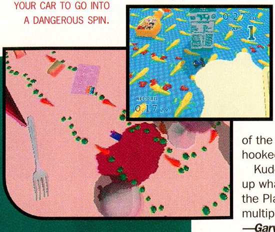
Don't let Micro Machines V3's appearance fool you; the action is just as intense as more "serious" racers. Prize boxes can be collected, which yield such power-ups as rockets, mines, pincers, oversized hammers and force fields. These devices can be used to send an opponent flying off a table and onto the floor, where his or her car explodes on impact!

While enjoyable as a one-player game, Micro Machines V3 truly shines in Multiplayer Mode. Once you get used to its unconventional points system (players share a single screen and score points by beating the other cars to the edge of the screen), you'll be hooked for sure.

Kudos to Midway for picking up what is undoubtedly one of the PlayStation's greatest multiplayer titles!

—Gary Mollohan

You shouldn't cry over spilt milk, and in Micro Machines V3, you shouldn't drive over it, either. Doing so causes your car to go into a dangerous spin.



- **Riotous Multiplayer Mode**
- **Brilliant track designs**
- **Racing "for keeps"**
- **Truly devious power-ups**

- **Clumsy track selection interface**
- **Severe punishment for attempting shortcuts**
- **Too few continues**

WIN A TRIP TO SEE THE BIGGEST STARS IN WRESTLING

PlayStation
WCW
NITRO
THQ
HOLLYWOOD
STING
LEX LUGER
MACHO
RIC FLAIR
WRIGHT
HALL
GIANT

WCW NITRO CONTEST

Grand Prize

A trip for two to a WCW match!

Including airfare, hotel accommodations, rental car, $300 spending money, an autographed copy of the game and a WCW T-shirt.

First Prize

Autographed copy of the game and a WCW T-shirt.

Second Prize

WCW T-shirt

Send your name, address and telephone number on a postcard to: WCW Nitro Sweepstakes 5016 North Parkway Calabasas, Suite 100, Calabasas, CA 91302. Entries must be received by March 31, 1998.

Sweepstakes Rules:

1. No purchase necessary: To enter, send a standard-size postcard containing name, address and phone number to "WCW Nitro Sweepstakes," 5016 North Parkway Calabasas, Suite 100, Calabasas, CA 91302. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by March 31, 1998. All entries become exclusive property of T*HQ, Inc. and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Only one prize per family, organization or household.
2. Prizes: 1 Grand Prize: Grand Prize winner will receive a trip for two to a WCW event of the Winner's choice, including air transportation for two, hotel accommodations for two people (one room) for 2 nights selected by Sponsor, rental car for 2 days, two passes to the WCW event, and its associated official party (if any), $300 spending money, an autographed copy of WCW Nitro game, and a WCW T-shirt. Grand prize has an approximate retail value of $2,070.00. At Sponsor's sole option, Sponsor may provide up to $1,500.00 to the Grand Prize winner in lieu of providing travel tickets, rental car and hotel accommodations. 5 First Prize winners will receive one (1) autographed copy of WCW Nitro game and one (1) WCW T-shirt. First Prize has an approximate retail value of $170.00. 10 Second Prizes: 10 Second Prize winners will receive (1) one WCW T-shirt. Second Prize has an approximate value of $20.00. Winners will be determined by a random drawing from all valid entries by Sponsor whose decisions are final. Drawing to be held on or about April 7th. All prizes will be awarded. All other prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes(s) become unavailable.
3. Odds of Winning: The odds of winning will be determined by number of valid entries received.
4. Eligibility: Sweepstakes open to residents of United States and Canada. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. If a minor wins the travel prize, winner must be accompanied by a parent or legal guardian on said travel. Winners and travel companions shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Inc., Sponsor nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc., Sponsor and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "WCW Nitro Sweepstakes Winners List," 5016 North Parkway Calabasas, Suite 100, Calabasas, CA 91302. Requests for winners list must be received by May 30, 1998. Allow 4 weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsors: This Sweepstakes is solely sponsored by T*HQ, Inc. ©1997 T*HQ, Inc./Asmik Corporation. ©1997 World Championship Wrestling. All rights reserved. © 1998 T*HQ/World Championship Wrestling, Inc., A Time Warner Company. All Rights Reserved.

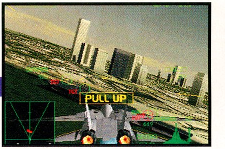
NWO ™ and WCW ™ are Trademarks of World Championship Wrestling, Inc.

All characters depicted, are trademarks of or used under License to World Championship Wrestling, Inc.

Hulk Hogan ™ is a trademark of Marvel Entertainment Group, Inc. and is used under license by World Championship Wrestling, Inc.

reviews recap

a roundup of the more notable titles of the past few months



Ace Combat 2

The sequel to Namco's hit game of airborne combat introduces advanced enemy fighter plane artificial intelligence as well as a host of new missions. The challenge of racing down a narrow ravine under enemy radar is just one example of the overall increased difficulty from the original version. The option of using a wingman offers assistance to those who have trouble flying the missions solo. With an array of distinct aircraft to earn, this is easily the PlayStation's best game of air-to-air fighter plane combat.

OPM Rating ●●●●●

Castlevania: Symphony of the Night

The latest installment in the venerable Castlevania series has been hailed by many as the best game of 1997. Following the adventures of the half-vampire Alucard as he seeks to put an end to Dracula's influence once and for all, Castlevania offers some of the best platform/adventure/RPG action on any system. With an impressive assortment of enemies, items, magic spells and other goodies, the game allows players to equip Alucard with various weapons and armor to best suit his needs and the gamer's playing style. The possibility of three separate endings adds a great deal of replayability—as if the superb graphics and haunting soundtrack aren't enough to keep gamers coming back for more. A must-have for any gamer.

OPM Rating ●●●●●

Colony Wars

Psygnosis' game of space combat has wowed players and viewers alike from its earliest stages of development. Spiced with some of the greatest graphics of any PlayStation title yet, its gripping space saga is enhanced by great controls and a relatively non-linear story line. Players are able to pilot an entire arsenal of unique spacecraft in an assortment of varied missions to help conduct a revolution against the threat of the oppressive empire. Its hair-trigger controls put most other games of space combat to shame.

OPM Rating ●●●●●

Crash Bandicoot 2

Naughty Dog and Universal Interactive took criticisms of the first Crash Bandicoot to heart when designing the sequel. Implementing a more user-friendly, less linear level design, the designers send Crash careening through 25-plus levels as he tries to help his former enemy Dr. Neo Cortex save the world. At least, that's Cortex's plan...perhaps Crash has something else in mind? In any event, the game enjoys some of the most technically proficient graphic design of any PlayStation title yet. An innovative, subtle mode of player assistance in a sense customizes the game to the player's skill. Still, the game retains the level of challenge from the first episode; this time around, it's just more honest. An all-around great platformer.

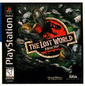
OPM Rating ●●●●○

Final Fantasy VII

The most hyped-up RPG ever makes good on its promise with superlative graphics, a solid game engine and an amazing story. Complaints of the game's initial linearity are squashed under the weight of FFVII's overwhelming merits. There's a huge world to explore, a universe to save and a variety of arcade-style mini-games to keep things moving along briskly. RPG purists who are immune to awe may complain of the game's extremely cinematic presentation. Ignore them. Final Fantasy VII will redefine the genre.

OPM Rating ●●●●●

The Lost World: Jurassic Park



This game has a great deal of potential, but fails—in a big way—to deliver the goods. The absolutely amazing dinosaur animations fail to redeem this one; it manages to break every sensible rule of platform gaming. Horrible collision detection and frustrating (as opposed to honestly challenging) level elements make one wish dinosaurs had stayed extinct. One of its few positive qualities is the ability to feed on vanquished enemies to replenish your lizard's health. There's little else really positive to say about this game. If you're looking for nice graphics, the animation is almost without peer. But if you're into good gameplay, go dig somewhere else.

OPM Rating ●○○○○

recap pick of the month

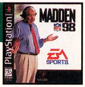
PaRappa the Rapper

This is a game which is so unusual as to be almost indescribable. To help PaRappa, a lonely, two-dimensional dog with a penchant for infectious rhymes, capture the heart of his floral sweetheart, Sunny Funny, players must repeat raps delivered to them by a rhyming onion, moose, frog, chicken and spider, respectively. Sound odd? You have no idea. Still, its loveable characters, positive message and supremely catchy musical numbers make PaRappa both charming for younger players and helplessly enjoyable for discerning adults. The ability to go "freestyle" with an original arrangement adds an element of creativity which even the most rhythmically challenged will find captivating. Do yourself a favor and give it a try.

OPM Rating ●●●●●

FLEA SWALLOW
COOL
GOOD
BAD
AWFUL
U rappin' GOOD
SCORE 275
Money money money
is all you need

Madden NFL 98



John Madden returns with the newest installment in the series that defined video football. This time, however, the competition is tough enough to push him out of the top spot. The game's admirable emphasis on strategy and simulation is tarnished somewhat by graphics which appear dated when compared to its competition. And although the artificial intelligence has been souped up a bit from last year's version, it still suffers from a few holes. Madden devotees will still enjoy it; others may want to scope out the field.

OPM Rating ●●●●○

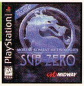
Marvel Super Heroes

PlayStation
MARVEL SUPER HEROES
CAPCOM

This 2-D arcade fighter from Capcom finally made the leap to the PlayStation, with less than satisfactory results. The classic Street-Fighter-on-steroids gameplay may appeal to die-hard 2-D aficionados, but others—even Street Fighter fans—would most likely be better off checking out Street Fighter EX, or holding out for the new batch of fighters due any day now. The graphics, although true to the Marvel style, appear dated and choppy, with noticeable slowdown and some other irritating graphical glitches. Sound is nice, especially with the Heroes' trademark battle cries, but even these get repetitive after a time. With X-Men vs. Street Fighter still lurking on the horizon of possibility, it would be better for all but the most avid fans to hold off.

OPM Rating ●●○○○

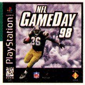
MK Mythologies: Sub-Zero



This unusual new title in the Mortal Kombat legacy isn't quite sure whether it wants to be a fighting game, a platformer, or an RPG—or a movie, for that matter. Its full-motion video sequences, atmosphere and fighting engine are on the whole true to the typical MK style, but the inclusion of some unsatisfactory platform elements can make things a bit more frustrating. Although it won't convert gamers who are ambivalent to the series, it is a new take on the franchise. This would best suit fans of the series looking for something new.

OPM Rating ●●◐○○

NFL GameDay 98



A completely revamped, polygonal graphics engine highlights the changes made in the newest installment of the premiere PlayStation football series. The return of "Total Control Passing" and an impressive array of options make this game the one to beat of the most recent season. Don't be fooled by its eye-catching graphics; this game is *tough*, even on the easiest settings. Dozens of codes and multiple levels of difficulty add more replay value than is given by the standard "Easter egg" awards of new teams or other unimpressive "goodies." Some interface issues hurt the game unnecessarily, but the incredibly realistic animation outweighs most graphic faults or other superficial flaws. Any football fan should enjoy it.

OPM Rating ●●●●●

Resident Evil Director's Cut

PlayStation
RESIDENT EVIL
DIRECTOR'S CUT
CAPCOM

In spite of its being billed as "completely uncensored," a corporate oversight caused the U.S. version of Director's Cut to be released without any of the "uncensored" scenes which had been promised. Without these, the game has little to offer those who own the original Resident Evil except for a lengthy, playable demo of Resident Evil 2. For some, that may be worth the price of admission; and the game is certainly worth checking out if you haven't played (or don't own) the original. But let's face it, you're going to buy RE2 anyway.

OPM Rating ●●●○○

Tomb Raider II

PlayStation
TOMB RAIDER II
EIDOS

With the unbelievable success of the original Tomb Raider, just about everyone was eagerly looking forward to the release of the sequel. No one really thought the game would be significantly different; most expected simply more of the same formula that made the original such a hit. And that's just what Tomb Raider II is: For the most part, it's just more of the same. Of course, this is by no means a bad thing, and some innovative level design takes the familiar engine in new directions. The inclusion of vehicles for Lara to pilot (a small speedboat and a nicely realistic snowmobile) adds some plain old arcade-style fun to a game that can become a bit too ponderous at times. And powerful new weapons up the ante a bit, an arsenal which includes a harpoon gun for use in the game's substantial underwater sections. It would have been nice to see a more significant improvement on the graphic side of things; occasional gaps and glitches hurt the overall presentation, but TR2 is still an excellent choice for any adventurer.

OPM Rating ●●●●◐

LAP 1/3 01'14"55
TIME 55
BEST LAP 01'28"26
POS 1/8
98 MPH

Additional Ratings at a Glance

Alundra	●●●●○
Armored Core	●●◐○○
Cool Boarders 2	●●●●○
Critical Depth	●●●○○
Croc	●●●●○
Fighting Force	●●●○○
G-Police	●●●●◐
Ghost in the Shell	●●●●○
Intelligent Qube	●●●○○
Jet Moto 2	●●●◐○
MDK	●●◐○○
Moto Racer	●●●●●
NASCAR 98	●●●●○
NBA Live 98	●●●●◐
NCAA Football 98	●●○○○
NHL 98	●●●●○
NHL FaceOff 98	●●●●●
Nightmare Creatures	●●●◐○
Nuclear Strike	●●●●◐
Oddworld: Abe's Oddysee	●●●●○
One	●●●●○
Pandemonium 2	●●●◐○
Spawn: The Eternal	●●○○○
Star Wars: MoTK	●●●○○
Street Fighter EX plus α	●●●●○
Test Drive 4	●●●◐○
Treasures of the Deep	●●●●○

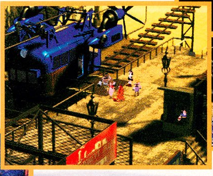
OPM 1997 Editors' Awards

OK, we admit it. Choosing the best games of the year may be a little presumptuous for a magazine with only five issues under its belt; however, we felt the need to give special recognition to all the developers and publishers who helped make 1997 the best year of the PlayStation's young life. Winners were chosen by the entire editorial staff rather than by the scores they originally received, which, after all, were just one person's opinion. Undoubtedly, a few of your favorites failed to make the cut, so write us and let us know why we should've included them.

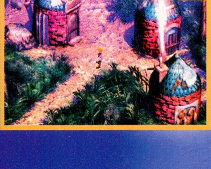
1997 Game of the Year

Final Fantasy VII

Once in a great while, a game comes along that both transcends and elevates the medium as a whole, a game that forces people to redefine their definition of a "video game." Final Fantasy VII is such a game. Thought to be a niche market for years, RPGs have come of age in FFVII. The game punched through the confines of our hobby into pop culture at large, attracting scores of new gamers while thrilling veteran players.



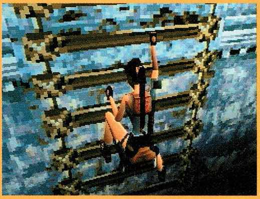
Cloud
Cait Sith
Barret
Attack
Sense
Magic
Summon
Item
794
744
816



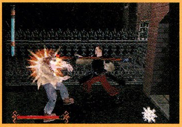
As one of the developers who helped establish the "grammar" of RPGs, who better than Squaresoft to toss the old book out the window? FFVII was the first RPG to seamlessly integrate cinemas, overworld exploration and battles while giving us one of gamedom's most compelling stories ever. The long-time apple of Nintendo's eye, Squaresoft's defection to PlayStation may prove to be the deciding moment of the next-generation console wars.

Best Action/Adventure Game

Tomb Raider 2

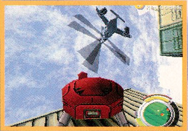


She's graced the cover of a fashion magazine, toured with U2 and established Eidos as a worldwide publishing powerhouse. Not too shabby for a fictitious character. No longer a cult fave among hormonally saturated teenage boys, Lara Croft has emerged as a bona-fide star. It would have been very easy for Eidos and Core to let success go to their heads and rush out a lackluster sequel. Instead, they give us an expansive, cinematic adventure that surpasses its celebrated predecessor in every conceivable way.



Runner-up

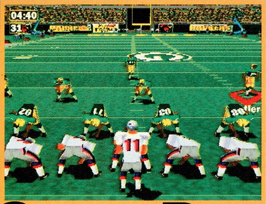
Nightmare Creatures



Runner-up

Ghost in the Shell

Best Sports Game

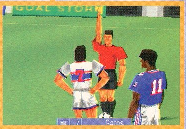


GameDay 98

While detractors insisted it couldn't be done, Sony Athletic Department achieved the seemingly impossible: putting 22 polygonal players on a 3-D field without sacrificing speed or gameplay. Although the style of play perilously bordered on arcade-style, SCEA's patented Total Control Passing, wrap tackles and statistical depth were more than enough to satisfy the most critical of sports gamers. This is football the way it was meant to be played. GameDay's polygonal players actually occupy three-dimensional space, so blocking and tackling are more realistic than ever. Although Madden had its highly touted "Liquid (as opposed to Solid or Gaseous?) AI," the game's sprite-based graphics looked almost 16-Bit in comparison. Could we be looking at a new dynasty?

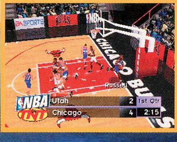
Runner-up

Goal Storm 97



Runner-up

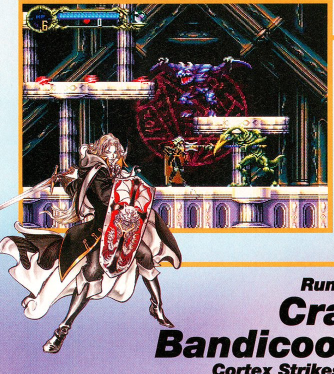
NBA Live 98



Best Platform Game

Castlevania:

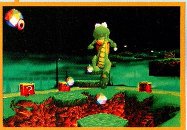
Symphony of the Night



While almost every other company is trying (and failing) to deliver the fabled "Mario 64 killer," Konami went back to basics for Castlevania: Symphony of the Night. The game combined classic Castlevania platforming action with an all-new Metroid-style map, delivering a fresh new gaming experience. In addition to the ability to morph between four different forms at will, Symphony also interjected RPG elements into the classic Castlevania formula. Best of all, just when you think the game is over, it's really just beginning...

Runner-up

Croc

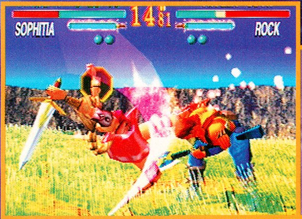


Runner-up

Crash Bandicoot 2

Cortex Strikes Back

Soul Blade



Best Fighting Game

Continuing their string of better-than-the-arcade PlayStation translations, fighting gurus Namco added a controllable Boss, new character outfits (many of which were designed by Japanese fans) and the innovative Edge Master Mode for the home version of Soul Edge, entitled Soul Blade. While Soul Edge enjoyed modest success in the arcades, Soul Blade's additions made the game a bona-fide hit. If that weren't enough, Soul Blade's opening cinema, which depicts photo-realistic versions of the game's characters in action, ranks as one of the best in video game history. The cinema is so spectacular, it also won our "Best Cinema" award.

Runner-up

Street Fighter EX plus α

Runner-up

Fighting Force

Best Flying Game

Colony Wars

Great analog control, movie-caliber graphics, voice-overs by a James Earl Jones sound-alike—Psygnosis' Colony Wars has it all. Ever since WipeOut, Psygnosis has displayed a gift for creating believable, internally consistent sci-fi worlds. Upon viewing *Stars Wars* for the first time, film critic Roger Ebert remarked it was like breathing the air of an alien world. The same can be said about playing Colony Wars.

Runner-up

G-Police

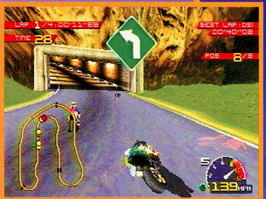
Runner-up

Ace Combat 2

04:15
PULL UP

Moto Racer

Best Racing Game



While many PC titles have been ported to PlayStation with less-than-spectacular results, we were shocked by how seamlessly Delphine's superb Moto Racer made the translation. The game offers two distinct types of racing, motocross and street, delivering plenty of variety. If that weren't enough, beating the game on the hardest skill setting unlocks the comically tiny pocket racers. Moto Racer's excellent sensation of speed, flawless analog control and innovative tracks make the game a "must-play" for racing fans.

Runner-up

Test Drive 4

Runner-up

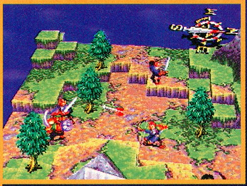
Rage Racer

04/12
1'37"491
1'17"806
TIME LIMIT

Best Strategy Game

Vandal Hearts

Jokingly referred to as "the thinking man's chess" by some, Konami's Vandal Hearts combined the storytelling of an RPG with the excitement of a real-time strategy game, blowing away fans of both genres in the process. Vandal Hearts, with its rotating 3-D battlefields, was so innovative, it actually put RPG pioneers Squaresoft in the uncomfortable position of playing catch-up for their forthcoming Final Fantasy Tactics.

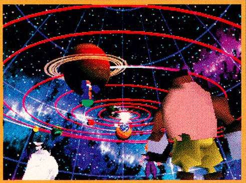


Runner-up
Ogre Battle

Runner-up
Command & Conquer: Red Alert

Final Fantasy VII

Best RPG Game



Since Squaresoft's Final Fantasy VII already won our "Game of the Year" award, naming it Best RPG was pretty much a no-brainer. "What disk are you on?" became the *OPM* water cooler question of the month, as FFVII robbed us of countless hours of sleep while causing many a missed deadline.

arbarosa
o you're Teo's boy Ender.
Quite an impressive little countenance.

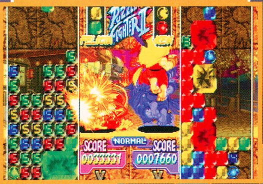
Runner-up
Suikoden

FORCE LEVEL UP!
Jack MF 168MF 21
Cecilia MF 230MF 34

Runner-up
Wild Arms

Best Puzzle Game

Super Puzzle Fighter II Turbo



Capcom's marriage of Tetris and Street Fighter II was so addictive, former *P.S.X.* editor in chief Todd Mowatt threatened to hide it from us. At the peak of our Super Puzzle Fighter frenzy, a sheet displaying the current reigning champion and number of wins was a permanent fixture on our office wall.

NEXT
00217300

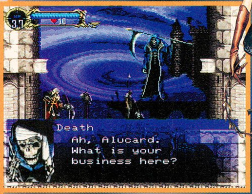
Runner-up
Stackers

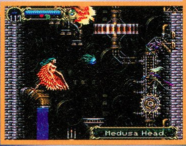
Runner-up
I.Q.

Best Music

Castlevania

Like a movie's score, a video game's soundtrack is essential in establishing mood. Creating music that complements the action without overpowering it is a fine line composers cross at their own peril. Castlevania's soundtrack, which spanned such diverse styles as rock, blues and classical, walks this line perfectly. The day U.S. stores begin selling game soundtracks, we'll be first in line for this one.

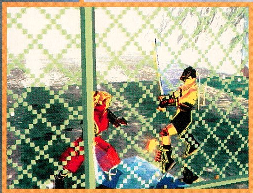

Death
Ah, Alucard.
What is your business here?

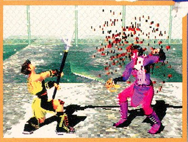


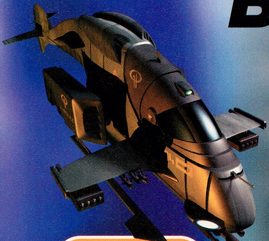
Best Sound

Bushido Blade

Since sound design is important enough to merit its own award on Oscar night, we knew we couldn't ignore it in our awards. While Bushido Blade's graphics are convincing, it is the game's sound effects that make you *feel* every blow. Each sound, from the clash of two swords to the gentle "woosh" of a falling bamboo tree, can be heard with startling clarity.



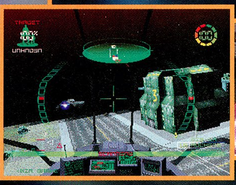


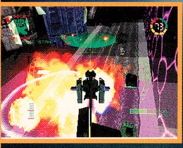


Best Use of Voice

G-Police

With its detailed commentary running throughout the game, G-Police turned out to be one of the most vocal games of the year. Considering that the voice was so integral to the game itself, and implemented so well, the game managed to win out over some pretty strong competition. Few of us could forget when our loyal wingman plunged screaming to his death—nor could we forget our stern orders from headquarters never to communicate the true nature of his demise. Cheers to Psygnosis for such memorable design.





Best Cinemas

Soul Blade

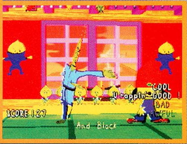
Having already taken the award for best fighter, Soul Blade was a tough choice for Best Cinemas—especially with such contenders as Final Fantasy VII and Colony Wars muscling for the position. But the unparalleled realism of the characters in Soul Blade's spectacular intro, combined with the infectious music and gorgeous presentation (because picture quality alone does not an award-winner make), convinced us that this game was in fact the best choice. It's just too bad the U.S. version did not remain true to the original Japanese cinema...

Best New Concept

PaRappa the Rapper

This one was another easy pick. The simple, addictive gameplay combined with the ridiculously catchy rhymes made PaRappa an instant classic. And its completely unique premise made it one of the most unusual titles of the year. Add the two together and you have an easy candidate for Best New Concept. Give PaRappa a chance, and he'll rap his way into your heart—not to mention your head, where his rhymes will remain, no doubt, for years to come.

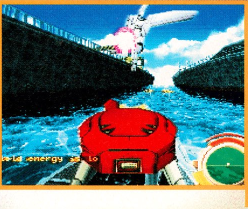
COOL
U rappin' GOOD !
BAD
AWFUL
SCORE 0
that all the things I'll teach ya
is sure to beat ya.



Best Use of License

Ghost in the Shell

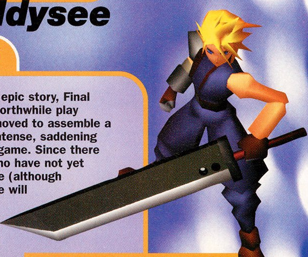
Ghost in the Shell is a name discerning fans of anime are quick to recognize. When it was made known that a game based on the popular series was in production, many were skeptical that it could do the license justice. But after playing the game and viewing the feature film's worth of original animation, it became clear that the game was as carefully designed as any *Ghost* fan could hope for.



Best Character Design

Oddworld Inhabitants exploded out of nowhere with one of the most memorable titles seen last year. Although the gameplay was reminiscent of the hit Flashback, the story and character design truly stood out from the horde of sequels and knockoffs that are an inevitable byproduct of this hit-driven industry. To know Abe is to love him; and once we got to know him, it was hard to avoid telling our friends, co-workers and significant others to "Follow me." Greetings of "Hello," delivered in an instantly recognizable Abe-voice, would invariably elicit a knowing chuckle from the greet-ee. The character's endearing story, not to mention his perfect voice and animation, easily earned Oddworld Inhabitants this prestigious award.

Abe's
Oddysee



Best Story

Final
Fantasy VII

With its incredibly complex, epic story, Final Fantasy VII delivered such a worthwhile play experience that one fan was moved to assemble a video comprised of the most intense, saddening and touching moments of the game. Since there are doubtless some readers who have not yet played through the entire game (although why not is anyone's guess), we will not spoil the effect of the superb story by giving it away. Suffice it to say that it is well worthy of this award.

NAME
Cloud
Cait Sith
Barret
Attack Sense
Magic
Summon
Item
MP
LIMIT
TIME
794 81
744 83
816 76

Colony
Wars

Best Graphics

When this game first arrived in our offices, some snooping staff members of our sister publications (who will remain nameless), peering over our cubicle walls at the spectacular graphics, actually asked why we were playing an N64 game. Yes, the graphics are that good, and we PlayStation fans are grateful to the developers for once again proving the potential of this always-surprising machine. From the softly glowing engines to the blinding explosions, Colony Wars is nothing if not a visual feast. Bravo.

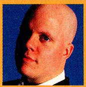
A Look Back at 1997

Wataru Maruyama

This year seems to have gone by so fast! I guess that means I'm getting older and hopefully a little wiser. There were so many good games this past year, but the one that sticks out the most for me was G-Police. I just love the atmosphere and world Psygnosis created and pray for more sequels. This past year, we saw a resurgence of traditional platform games and an emergence of new genres that promised a wider audience for video games. I would normally get all mushy about the other games and events of the past year, but the software titles coming in '98 are incredible. Just wait.

Joe Rybicki

Looking back at 1997, I have to say that I am grateful, not only for the ever-increasing quality and diversity of of PlayStation titles, but also for the incredible good fortune which allows me to make a living covering this outstanding console and these amazing games. With titles like G-Police, Final Fantasy VII and Moto Racer representing just a small sampling of what this system has to offer, the future looks very bright indeed.

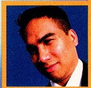


Gary Mollohan

Amid all the super sequels that grabbed headlines as well as gamers' hard-earned cash in 1997, PlayStation also had a number of completely off-beat titles, like PaRappa the Rapper, I.Q. and Micro Machines V3—a trend I would love to see continue in 1998. The continuing convergence of movies and games also has me excited. I am anxious to find out if highly cinematic titles such as Resident Evil 2, Apocalypse, Parasite Eve and Metal Gear Solid end up being all that we in the press have cracked them up to be.

Chop Chop
SCORE 146
U rappin' GOOD
COOL
GOOD
BAD
AWFUL
Chop Kick Block

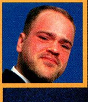
Dindo Perez



There was no doubt that the PlayStation was the system of 1997 because of its abundance of games and blockbuster titles that have been released in the second half of the year. Unfortunately, concepts of games are starting to look duplicated from previous titles and lack originality. I hope in the future that gaming companies take more time in producing an original game rather than a Tomb Raider wanna-be or another Tekken game.

Dave Malec

1997 finished out with a flurry of great games. Lara Croft and Crash topped off the list with their sequels. With new year at hand, there is great anticipation for the next wave of smash hits. Long-awaited titles such as Resident Evil 2, Tekken 3 and Metal Gear Solid lie at the forefront of gamers' minds. My thoughts turn toward the lack of RPGs slated for this coming year. I'd like to see someone take a crack at combining the fighting engine of Vandal Hearts with the vastness of FFVII. Is that asking too much?



Bob Conlon

1997 will be known as the year that I re-entered the gaming scene. The PlayStation helped me remember how much fun and addictive video games could be. The great variety of titles available for the PS gives the system something entertaining for everyone. When I go visit my family for the holidays I am not allowed to arrive without the PS and Super Puzzle Fighter in hand. For 1998 I look forward to seeing that next revolutionary title, whatever it may be.

Jim Cordano

Hmmm...I believe in the future, in technology and I believe I need a drink. I also believe that there have been so many great games this year it makes me all quivery to think of what lies ahead. Where will Lara take us? Will Abe embark on a new oddysee? Will Dick Trickle make it into NASCAR 99?!? Whatever the new year may bring, one thing is certain; the PlayStation is the most entertaining system out there. Bring on '98!

1997 European Retrospective

LAP 1/3
6th
RECORD 1:08:203
TIME 0:12:566
Castrol

by David Ryder

The year ended the way it began here in Europe, with shortages of PlayStation hardware. Sony Entertainment Europe reckon to have missed out on 100,000 hardware sales at the end of 1996, thanks to seriously under-estimating demand from gamers for the machine. The holiday season in 1997 saw them make the same mistake, with shops in the U.K. crying out for PlayStations to sell. The price hasn't been cut, but the Value Pack containing two joy pads, a memory card and the PlayStation itself retails for only 130 UK pounds and, despite the cost of an N64 at 99 pounds, the PlayStation has cleaned up thanks to the depth of its software catalogue. With so many great softs in 1997, it's hard to know where to start! Top genre of the year in Europe had to be the racer, and there were plenty of titles vying for pole position toward the end of the year. Codemasters proved that it was possible for a top 2-D 16-Bit coder to make it big on 32-Bit with Micro Machines V3. It's a blast, believe me! Then there was Tomb Raider II from Eidos. They held the game back a week to make sure they had enough copies; I bet they didn't. Surprisingly, industry paper *CTW* quoted some retailers as saying that they did better business with FFVII. But then the year wasn't over when they wrote that piece! The games that really got me going came out later in the year. The first one you should hopefully be seeing in the U.S. very soon, now that Codemasters has signed a distribution deal. The name of the game's TOCA Touring Car Championship. It's based on a race series here in Europe where the drivers basically race tuned versions of road cars. It's fast, frantic and, while the graphics aren't as polished as I'd hoped for, it's incredibly addictive. Then there's the game you won't be seeing unless you pick it up on import. The newspapers have already run a few stories on it, but I expect to see more shock headlines on Grand Theft Auto before the summer arrives! My vote for cynical release of the year? EA Sports' FIFA: Road To The World Cup. Basically, it means that EA can also put out a World Cup game next year, kind of like doing a Madden: Road To The Super Bowl game. Come on, guys, play fair! So what's Europe looking forward to in 1998? Well, of the games we know about, Gran Turismo from Sony Japan has to be up there, but there's also that matter of a little title called Resident Evil 2 from Capcom to look forward to. My money's on Konami's Metal Gear Solid, and I'll be interested in seeing how Corrosive's Assault Korps looks, likewise Spec Ops. Oh, and what odds am I given on Tekken 3 putting in an appearance? Yup, 1998 is going to be even bigger and even better.

0.04 40
LAPS 3

1997 Japanese Retrospective

by Stuart Levy

SCORE
U rappin' GOOD
BAD
AWFUL

First, let's look back on the year 1997 in the Japanese PlayStation market. This was also known as Year 3APS (After PlayStation)—the third year since the PlayStation first hit the market. Here in Japan, there are really three words that sum up the entire year for the console. Final, Fantasy, Seven! Of course it wasn't the only game out (in fact, there were over 500 PS games released in Japan during 1997!), but it was by far the most successful and influential game. After all, the darn thing sold 3.5 million units in Japan alone, resulting in over $70 million in revenue for Square. Besides FFVII, the other major PS hits selling over 1 million units were Derby Stallion (ASCII) and Final Fantasy Tactics (Square). Following up with close to 1 million units were Minna No Golf (SCEI), Saga Frontier (Square), PaRappa (SCEI), Ace Combat 2 (Namco) and IQ (SCEI). From the end of the year into next year, some of the big hits will include Gran Turismo (SCEI), Biohazard 2 (Capcom), Tales of Destiny (Namco) and Parasite Eve (Square). And the major blockbuster of 1998 is certain to be Dragon Quest VII (Enix), although the actual release date is still unknown. It will be fun to see if DQ7 can come close to the success of FF7, since these titles have been close rivals since the early days. So what will happen in 1998? Will PlayStation still be the undisputed king of the consoles, or will there be a challenger? Well, it seems pretty certain that Sony's got it locked up, at least for next year. Here in Japan, Nintendo 64 is so far behind it's embarrassing, and Sega Saturn has become the PC Engine of this generation, with a main focus on anime-style and slightly erotic games. According to SCEI, the PlayStation is weak with young children, so they would like to increase this market. However, using the PlayStation for non-game titles is another option SCEI may be emphasizing. For instance, there is a new medical title called "Family Doctor" for the PS, where home medicine is available in a multimedia format. In the U.S., this type of title is found on the PC, but since the home PC market is weak in Japan, SCEI wants to capture that role with the PlayStation. Finally, a big difference between 1997 and 1998 will be the number of titles. Over 500 titles were released in 1997, but Sony intends to encourage less titles in 1998 and estimates of less than 200 have been floating around. Since over half the 1997 titles sold less than 10,000 units, most companies cannot continue to release "Kuso-gei" (crappy game) titles. I think 1998 will be a year of consolidation and weeding out less creative game companies. We'll see how aggressive Sony is in using the PlayStation as an all-around multimedia machine and increasing its already formidable installed base.

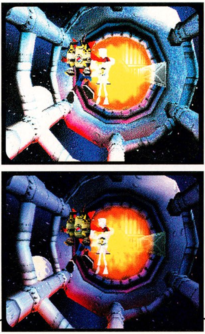
If you think Lara Croft's skin is green, keep reading...

How to make sure you're getting the right picture from your PlayStation

by Brent Butterworth

Human beings get most of their information visually—and a lot just from color alone. I noticed this on a plane trip not long ago. Over the course of an hour, the guy next to me turned red (when I was playing my Game Boy at full volume), blue (when he choked on the peanuts), white (when the plane hit some rough turbulence) and green (when the spinach lasagna hit his stomach). I was able to use these colors to analyze each situation so I could react in the appropriate manner, i.e., plug in my headphones, give him the Heimlich maneuver, reach over to comfort him and change seats. Without my excellent visual acuity, I'd have ended up in a messy situation.

Visual cues are more important in video gameplay than almost anywhere else, but many of us don't see the graphics as we're supposed to. We're stumbling around in the dark—or maybe we're mistaking day for night, or blue for green, or a letter B for an R. The controls on your TV could be making your video games look really awful, when they should be looking great. In the worst cases, you could even be missing important visual cues in a game. Unfortunately, though, almost no one knows how to adjust their TV controls properly. In this article, we'll teach you how to adjust your TV for a perfect picture—whether you're playing PaRappa or watching *South Park*.



Hey, I can't tell if it's day or night from these screens.

The idea here is that you want to see the same picture the game developers saw when they were creating the game. But while there are strict standards for video monitor calibration in the broadcast TV world, none exist in the video game world. There is no industry standard, and it would be difficult to produce one, because the industry covers so many platforms, says Craig Galley, technical director for Iguana Entertainment. All of the different machines have slightly (or radically in some cases) different video output. One will give really warm saturated hues while the other gives cold, desaturated colors.

Galley says that Iguana checks its games on many different TV sets to achieve the best average color balance. We got the same story from Seth Luisi, a producer with Sony Computer Entertainment. "Usually, we will use one broadcast industry calibrated television to check the artwork on," Luisi says. "More importantly, we will try to check the artwork on as many televisions (with different configurations) as possible. This is more representative of what the average consumer is going to see, and we want to make sure that we are not compromising what the majority of the consumers are going to see for the sake of the few people who have their PlayStations hooked up to a calibrated TV using an S-video cable."

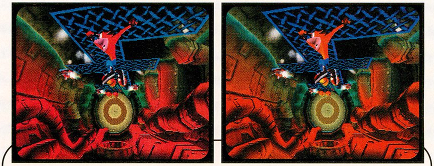
Obviously, there's no one correct way to set up a TV for video games. But we'll get you started off on the right foot by showing you how to get a "by-the-book" picture, and explaining how your TV's controls work so you can tweak them for the best picture from your PlayStation. A lot of TVs, by the way, have separate picture-setting memories for each input, so chances are good that you can set the picture any way you want for your PlayStation without messing up the way your VCR picture looks.

You can set up your TV without any special equipment, but you'll get the best results if you can use a couple of test patterns. If you have a laserdisc or a DVD player, you can pick up a test disc called Video Essentials (available in either format) that will give you all the test patterns you need to adjust your TV. But don't give up if you're still just using a VCR, because the most important test pattern is color bars, and you can probably get that for free. Usually, when one of your local TV or cable stations goes off the air, they put up color bars—seven vertical bars across the screen, with some extra squares and rectangles near the bottom. Next time you see this, tape it so you can use the pattern when you tweak up your TV. Almost all TV sets have five controls: color, tint, brightness, contrast and sharpness. There's a right and a wrong way to set each one. Let's take a look at what each control does and how to set it correctly.

Is It Day Or Night?

We'll start with the brightness and contrast controls, because they're the ones that make the biggest difference. It helps a lot when you know what these controls really do. Brightness is more properly referred to as black level, and contrast (or picture) is properly referred to as white level. When you crank up the brightness, you'll notice that the blacks become more like grays. When you crank up the contrast, you'll see the whites get very, very bright. The test pattern used to adjust brightness is called a PLUGE. You find it in the lower-right corner of most color bar patterns, and in a full-frame version on Video Essentials. A PLUGE consists of two bars on a gray background. The left bar is the blacker black bar, and you're actually not supposed to see it. To adjust the brightness, you turn it up until you can see the bar on the left, then turn it down until the bar blends into the black background.

Now, if you don't have any test patterns available, you should just adjust the brightness by eye. A good scene for this is The Lost City from Crash Bandicoot. When Crash floats around on those little platforms, the background is supposed to be black—you're not supposed to see anything other than the occasional flaming torch. If you are seeing something, your brightness control is set too high, and what you're seeing is basically noise. And how do you know if the brightness is set too low? If the picture's too dark, and you start to lose detail—if the blue color of Crash's pants looks black, for example.



Watch those tints or people will think you're color blind. It can't be very good for your eyes either.

Setting the contrast control isn't so cut-and-dried.

Most PlayStation owners, who don't have DVD players (yet), will just have to set contrast by eye. Look at the brightest white spots in a game. If you can't see the horizontal line structure in these spots when you get real close to the screen, turn down the contrast until you can. Also, if bright white parts of the screen start to turn yellow or brown after a few seconds, you know your contrast is set too high—in fact, it's pumped so high that the shadow mask inside the screen is starting to deform! On almost all TVs, you need to turn the contrast way down from the factory setting.

"You can set up your television without any special equipment."

Color Your World

Now it's time to set the color, using the color and tint (or hue) controls. The color control adjusts the level of the color, or how much color there is in the picture. The tint control adjusts the phase of the color, or how much it shifts toward red or green.

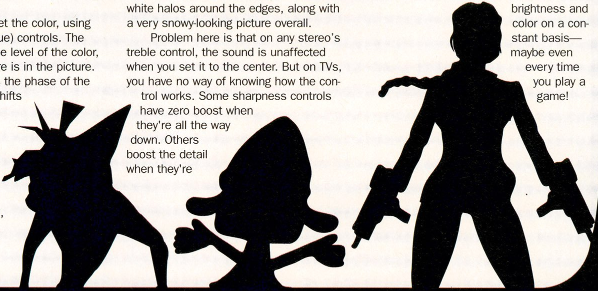
The tint is almost always close enough at the factory setting, so you can probably leave it alone. To set the color control, watch the reds, purples and oranges. These colors tend to bleed, or appear smeary. Turn the color control up just far enough so that the colors look vivid without bleeding.

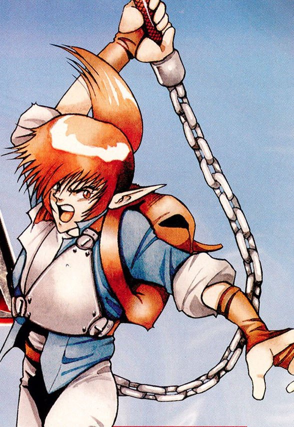
Keep It Sharp

By now, you've probably noticed that the picture's looking a lot better. But there's still one control left to adjust: sharpness. Technically, the sharpness control boosts the high-frequency part of a video signal to enhance picture detail, very much like the treble control on your stereo boosts the high frequencies of an audio signal when you turn it clockwise. That's a very good way to think about it, too. You've probably noticed that if you crank the treble on your stereo, the sound gets very edgy and harsh. Same's true with a TV's sharpness control—you'll get more detail, but the edges will look very enhanced and unnatural. If you turn it up far enough, you'll notice white halos around the edges, along with a very snowy-looking picture overall.

Problem here is that on any stereo's treble control, the sound is unaffected when you set it to the center. But on TVs, you have no way of knowing how the control works. Some sharpness controls have zero boost when they're all the way down. Others boost the detail when they're set anywhere above 1/4 to 1/2 the way up, and cut the detail when they're set all the way down. What you want to do is get the sharpness control to affect the picture as little as possible. Put on a PlayStation screen (or even better, a DVD picture) that has lots of fine detail, with lots of fine black vertical lines. Start with the sharpness control all the way down, and bring it up until you see plenty of detail, but not so far that the picture gets snowy or the dark edges start to get white halos.

Now that you've got all your controls adjusted, you should consider this a starting point. My video monitor at home is calibrated by the book, and it looks perfect on almost every game, but once in a while, I find one that looks too dark—Rage Racer and Codename: Tenka, for example—so I have to turn up the brightness. You'll probably find yourself doing the same. Although it's usually pretty easy to get the tint, contrast and sharpness adjusted so that you're happy with the settings, you may find yourself wanting to mess with the brightness and color on a constant basis—maybe even every time you play a game!





ALUNDRA

PART ONE

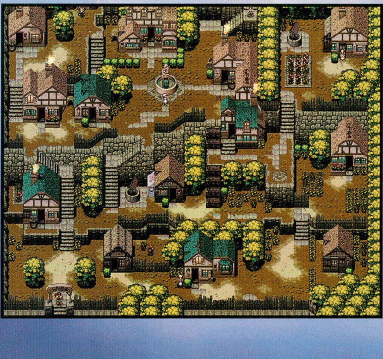
by Dave Malec

The uncontrollable rage of the sea crashes down around you, smashing your ship into tiny fragments of driftwood. You awaken to find yourself washed ashore near a village plagued by terrible nightmares. Destroying the source of these evil dreams becomes your destiny, leaving you to surpass countless obstacles along the way. Alundra will encounter many puzzles as he travels throughout the game and solving them can be quite tricky. This strategy will give you the solutions to the more difficult puzzles, along with other general tips on mastering the game. Now prepare to enter the world of the Dreamwalker and pray to the gods that you wake up when it's over.

GENERAL TIPS

Here are some basic tips and strategies to help you get through the world of Alundra.

- Talk to everybody! When you complete a dungeon and return to town, make sure to get the lowdown from the townsfolk. They usually hint about your next quest. If you are really stumped, see the fortune teller and she will send you in the right direction. Many times there are smaller side quests that are to your advantage to complete before moving on to your main goals. Be sure to check around for clues as to what those might be.



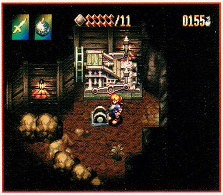
- When faced with a room filled with monsters, be sure to kill them all rather than just run through it. Many times you will receive a chest or reveal a hidden door.

- When buying items, purchase them from Lurvy's Shop. He has the lowest prices around.

- When battling multiple enemies, use the Mine Bomb in addition to the weapon you have equipped. You can set a bomb and then knock your adversary back into it as it explodes. Well-placed bombs can take out entire groups.

- When gauging jumps, keep in mind that Alundra seems to be able to defy gravity when standing on a rock or ledge or pillar. Notice that even though it looks like he should have fallen off an object, he's still miraculously on it. This gives you some extra running room when you are attempting longer jumps.

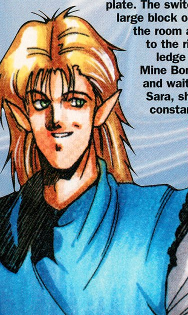
INOA MINES



Upon defeating the Murgg that are attacking Lyle, you will obtain the key to the Power Room. Start the engine by hitting the switches in this order—left, left, right, left. Ride the mine car down and enter the opening next to the sign. In the next area a cave-in will block your path to the engine powering the Access Shaft 1 mine carts. Exit that room and enter the opening to the right. Run past the falling boulders on the right side of the room, reaching the engine from the exit at the top left. Start the engine and return to the mine cart. Take note as you pass the previously rusted switch. The gate is now opened, allowing you access to the Working Area. Ride the cart back down to Access Shaft 1 and flip the switch leading to the lower level. Once in the lower level, flip the switch that opens the door to the right. Defeat the Murgg to reopen the door, searching Jaylen for a key before you head back up to the mine entrance. Set the track to lead to the Working Area and proceed there. Use the key to open the gates. Push the mine cart at the top left to provide a path to the two chests on the left side of the room. Jump from post to post until you reach the switch and flip it to drop a block. To reach the ledge in the bottom left, push the boulder resting on the platform into the one blocking the mine cart. Once freed, push the cart and use it to reach the ledge. Use the Mining Bomb to enter the room containing Zane's body. Jump across the posts to the chest containing the key. Return to the U-Turn area and use the key to open the gate allowing you to ride the cart down to the next area. Another cave-in will block your path to the right, leaving you to take the high road to reach the other side. Don't miss the chest on the left containing a Gilded Falcon. Follow the tracks into the next room and take the cart to the stairs in the previous area. Flip the switches in the order the sign says and then jump up and down on the engine to get it started. Take the elevator down and exit the room. You will have to listen to Zazan and then face four Murgg. Upon their defeat, a chest will drop containing a Life Vessel. Exit the Inoa Mine at the bottom of the screen.

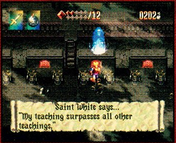
BONAIRE'S DREAM

Eventually in Bonaire's Dream you will come to a small locked door. Once inside you will see a brief cinema and then you can activate the switch plate. The switch plate releases the large block outside of this room. Exit the room and jump across the gap to the right, putting you on a ledge above a switch. Drop a Mine Bomb next to the switch and wait for it to trigger a transport plate. Once you confront Sara, she will reveal her true form and attack you. She will constantly be disappearing. When she reappears, she will either charge around the screen, making her difficult to hit or circle you with false images of herself. If you want to ensure hitting the real Sara, use your Earth Scroll. Occasionally three bolts of energy will appear instead and can be avoided by simply moving around the screen.

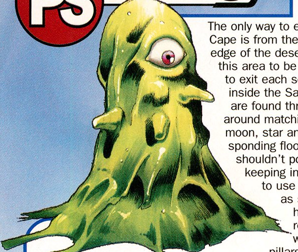


LARS' CRYPT

When you enter Lars' Crypt, go through the door at the top of the entry room. Speak to Lars' ghost and then proceed down the ladder to the five statues of the saints. You will need to read them in the following order: White, Blue, Red, Green, Brown. Now return to the statue of Lars and the door into the next area will be opened. The Ancient Guardian you must defeat at the end of this dungeon is fairly easy. Keep an eye on the shadows which indicate where the boulders will fall. Take your shots at him between his attacks.



Saint White says...
"My teaching surpasses all other teachings."



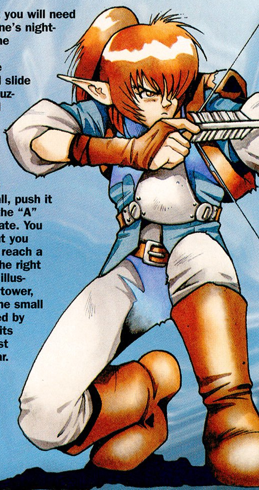
DESERT OF DESPAIR

The only way to enter the Desert of Despair prior to obtaining the Sand Cape is from the north, through the Torla Mountains. Near the southern edge of the desert is a large section of raised bricks. Walk to the top of this area to be transported by a tornado to a new area. You will need to exit each screen the same direction the wind is blowing. Once inside the Sand Palace, your goal is to locate the four statues that are found throughout the palace. Many of the puzzles revolve around matching the four symbols—sun, moon, star and water—with their corresponding floor plates. These puzzles shouldn't pose too much trouble, keeping in mind that you may need to use the symbols themselves as stepping stones to reach higher ledges. After you reach the third statue, you will find a room scattered with pillars and guarded by three bees. Kill the bees to receive a barrel and use it to activate the switch on the highest pillar. The elevator will take you to a room with four holes and a switch in the middle. When you activate the switch, a random mixture of barrels and spiked balls will fall into the holes. You need to catch two barrels to use them to reach the ledge. The last puzzle requires you to place all four symbols as quickly as possible or you will have to start over. After finding the last statue, return to the throne room and speak to the skeleton to reveal a hidden stairway. Kill all of the enemies in the next room to release four symbols from the ceiling. Stack them on the plate in the following order—water (bottom), sun, moon, star—and the door will open. The next room has two pits in it, each one leading to a puzzle with flashing symbols. The symbols must be placed in the following specific orders to successfully complete the puzzles. The right side: star–south, sun–north, water–east, moon–west. The left side: star–north, sun–south, water–west, moon–east. This will raise the Shrine Protector, who should be fought in the same fashion as the Ancient Guardian in Lars' Crypt. Just watch for the shadows to indicate where boulders will be dropping. Pass the final Test of Strength and you will be handsomely rewarded with a Sword, Long Boots and a Life Vessel.

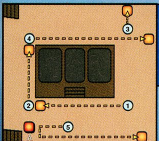
COASTAL CAVE

The toughest puzzle in the Coastal Cave is when you reach a room with two rotating ball and chains. When you hit the stone base, the ball will go flying. The trick is getting them to land where you want. Hit the base when the ball is exactly opposite of where you want to send it. The momentum will do the rest. The top one needs to be released to land between the ledges at the top of the screen. The lower one needs to be released to bridge the gap on the lower right. The next room requires you to use the stacked jars to reach the island. Use the stump to bridge the gap to reach the chest in the upper-right corner. The Watcher in the Water at the end of the level will rise up and attack you. Everything that he throws at you can be destroyed, but you will only do damage to him by striking his body. Charging the sword to attack seems very effective. You will receive the Water Scroll when you have defeated him.

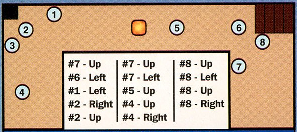
KLINE'S NIGHTMARE



There are three locked gates that you will need to open to reach the center of Kline's nightmare. The three towers contain the keys which are needed to complete this level. When pushing the ice pillars, be aware that they will slide until they hit a solid object. The puzzle diagramed below can be found in the right tower. The numbers indicate the order the pillars need to be pushed, with the number one being the first. The arrows point in the direction they need to be pushed. Once the #5 pillar is against the bottom wall, push it right and immediately jump from the "A" position to the elevated switch plate. You will also want to keep in mind that you may need to drop down a level to reach a chest or lever. The last puzzle in the right tower is more complicated and is illustrated on the next page. After this tower, enter the cave in the upper right. The small boulder you see needs to be directed by the switches so that it eventually hits the boulders blocking the stairs. Just think of it as a remote-controlled car. You will then need to raise the four pillars at the back of the chamber. The fourth switch plate can be found by dropping into the hole on the far left. This will allow you to open the door to the center tower.



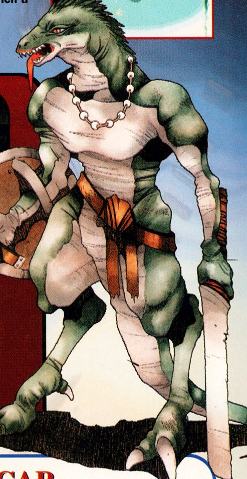
Slide the ice pillars so that all of the floor plates are activated.



#7 - Up
#6 - Left
#1 - Left
#2 - Right
#2 - Up
#7 - Up
#7 - Left
#5 - Up
#4 - Up
#4 - Right
#8 - Up
#8 - Left
#8 - Up
#8 - Right

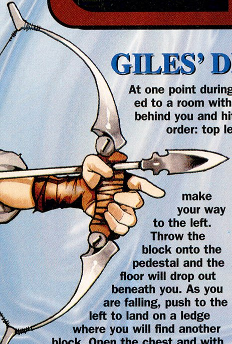
Illustration from the right tower: Push the pillar in the following order, ending with pillar #8.

When you reach the monster attempting to devour Kline, you will need to put yourself between the two. You mustn't allow Kline to get eaten. As the creature tries to suck the noth of you in, move away from the gapping jaws, dropping bombs as you make your retreat. When he isn't doing his best vacuum cleaner imitation he will launch a barrage of slimes to attack you. No treasures for beating this Boss, in fact you have to fight Kline instead.



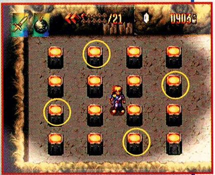
REPTILE LAIR

To enter the Reptile Lair, shoot the green gem in the center of the swamp with the Hunter's Bow to open the entrance. Many of the rooms inside contain statues of lizard men, some of which will come to life. Some will simply turn into a lizard man and others will generate them. The ones that emit a green glow will keep creating more until they are destroyed. The difficulty of this area is not solving the puzzles, but rather surviving the attacks of the resident reptiles. The spitting lizards can be killed from a distance with the bow, while the spear and sword-carrying will need to be dealt with up close. When you reach the sign reading "Keep off the Twin Reptiles," go to the left until you find a similar statue. Destroy the small lizard man statue in the middle to stop them from regenerating and then destroy the large statue. This will simultaneously destroy the twin that was located next to the sign. Opening a hole in the back wall will release 10 lizard men. Once destroyed, you will get the key which opens the locked door at the base of a set of stairs. Through the next door is the Reptilicus Maximus. I defeated him using a combination of charged attacks and bombs. Keep moving to avoid the lizard men, if you kill them they will just keep coming back. Beware of his stomp that will freeze you for a couple of seconds. Don't give him a chance to heal himself or this battle will take forever.



GILES' DREAM

At one point during Giles' dream you will be teleported to a room with two stone heads. Go up the stairs behind you and hit the purple orbs in the following order: top left, bottom right, bottom left, top right. Grab the block and quickly make your way to the left. Throw the block onto the pedestal and the floor will drop out beneath you. As you are falling, push to the left to land on a ledge where you will find another block. Open the chest and with block in hand, use it to jump across the gap. Don't walk in front of the two stone heads or they will close the passage. Place the block on the pedestal to the right. Clear the next room and place the block on the pedestal to drop down again. When you reach the room with 16 switch plates, hit the switches highlighted in the picture below. When you come to the area containing spiked platforms, you will want to jump across the first wide gap and then drop down the narrow gap. This will put you on a platform holding the last block you need. When you find Giles, he is being tormented by a Soul Leech, the same creature that you fought in Kline's nightmare. Just use the same technique to defeat it.



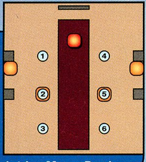
MAGYSCAR

The use of torches is the focal point of the puzzles of Magyscar. Pick up torches to burn away the thorn bushes or to light candelabras. When carrying a torch you must be careful to avoid drips from the ceiling. Watch for the shadows indicating where drips will occur. You will make a huge circle and end up at a switch high above the save plate. The opening this creates leads to a large plate showing four rooms. The passage to the left will take you to a replica of that very shape. Each plate leads to a puzzle regarding the position of the switches back in the main room. The plate in the bottom right is the easiest. Take out the enemies and then light the candelabras. The room to the top right needs you to light the closest three candelabras from the ledge, dropping down to light the last. The plate to the upper left requires you to reach the lever in the top left to light the room. For the plate at the bottom left you must get each torch from the middle to the four corners. At the end of the level you will fight the Corpse Worm. It will drop a cocoon that will hatch tiny flies. Destroy them right away and avoid the bouncing cocoons altogether. Strike all of the body segments until they are brown (the tail can't be hit). Once this is done, strike the head.

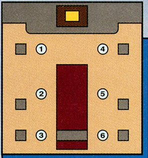
FIRE AND ICE

Before heading to Nirude's Castle, head to the Fire Manor in the southwest corner of the map. You will need to swim down river until you find the dock leading to the manor. Enter the river from the bridge just to the left of the manor and swim up to the dock. Head south to the boulder and move it to find the entrance to a cave. Follow the series of caves until you arrive on the doorstep of the Fire Manor. In the first room, strike the flame until it lights all of the candelabras. The first test in the next room requires you to do the same thing as in the previous room. The second test involves following a flame around the checkerboard of symbols. The flame won't hurt you, so just follow it everywhere it goes until it stops. You must end up on the symbol of the flame to receive the Fire Wand. The Ice Manor is located in the southern part of the Torla Mountains. Burn the thorns blocking your path to reach it. There are two tricky puzzles involving ice pillars to reach the Ice Wand. Both have been diagrammed for you. In between these two puzzles are three doors, with the middle one being blocked by three gates. Hit the switch to the left until it is pointing down and then hit the one to the right until it points left.

#3 - Up
#2 - Left
#1 - Down
#4 - Left
#2 - Up
#2 - Right
#3 - Left
#6 - Up
#6 - Left
#6 - Up
#6 - Left



1st Ice Manor Puzzle



2nd Ice Manor Puzzle

#1 - Down
#1 - Right
#4 - Down
#4 - Right
#4 - Up
#3 - Up
#3 - Right
#5 - Down
#2 - Up
#2 - Right

RIVERSIDE BAR

Once you have completed Magyscar, you have the opportunity to explore Fein and Lutas' house. Jump onto the roof and hop down the chimney. Inside you will find a chest containing a Secret Pass. This will be good to get you into the gambling room at the Riverside Bar. There are three games to play and they are as follows:

Slime-Smash: 30 gilder to play. Last through five consecutive rounds without dying or using any health items and you will win 480 gilder and a Life Vessel. You can play again, but you will only receive the one Life Vessel.

Hit Your Mark: 30 gilder to play. Same as before, you will need to go five consecutive rounds to win 480 gilder and a Life Vessel. Some of the targets will need you to jump to hit. As the rounds progress, obstacles will try to distract you. You will even lose points when you hit a chicken.

Wheel of Fortune: Pick the correct color five times in a row to receive 1,200 gilder and another Life Vessel. This will take you some time and will test your patience, but it's worth it.

NIRUDE'S LAIR

When your presence has been alerted to Lord Miming, the three stone heads will be activated. Destroy all three to enter Nirude's Lair. You will come to a room with two stationary platforms, one moving platform and two barrels. Grab the first barrel and jump to the moving platform. Throw the barrel onto the ledge and ride the platform back. Jump across the white platform quickly to the other barrel (it breaks after a second). Grab the other barrel and jump across the other platform to use it to reach the slightly lower ledge. Use the first barrel to leave the room. Our little friends in the next room will set a trap for you. They will flip a switch dropping some enemies on you. Just leave the room and re-enter. They will hit the other switch, creating a stairway. In the room with the five statues you only need to cover four of the floor plates, leaving one for you to activate. Once you have started the generator, you will come to a room with two doors at the top and several moving platforms. Enter the door at the top right to get the key. When you exit that room, you will have to use the bow to destroy one of those large stone heads. Go through the door on the left and you will be inside the left hand. Extend the pinky and then the rest to release the boulders outside. When you reach the chamber where seven stone heads drop down, you will need to destroy them in order. With the far- left one being number one and the far right being number seven, destroy them as follows: 6, 3, 2, 1, 5, 7, 4. Once you have the key to enter the right shoulder, you will finally meet Nirude himself. The test he puts you to is easy. Don't worry about attacking the golem, instead flee down the conveyor. Arm yourself with your sword, keeping it charged at all times. Clear yourself a path until you reach the end of the conveyor. Afterward you get the Topaz Crest and Aqua Cape.

Nirude

You have desecrated the sanctity of my ancient home. You must be an agent of Melzas...

FAIRY POND

You will need the Aqua Cape to attempt this area. Enter the river just west of the statue of the Snow King and swim into the whirlpool. Once in the pond, swim into the large whirlpool to be taken to the Fairy Pond. Although this isn't particularly difficult, I wanted to be sure you got your hands on the Fiend Blade. To navigate the underwater portions, use the large bubbles to ride to higher ledges. When gauging your jumps, hold the direction you want to jump in until you see your shadow. Your ultimate goal is to find Stenia, Queen of the Waters. She'll fill you in on some details and give you the sword before you must make a hasty retreat from the watery depths.

GILDED FALCONS/LIFE VESSELS

Here is a list of the locations of the Gilded Falcons and Life Vessels that you should have in your possession at this point in the game. Most of them are out in the open and shouldn't be difficult to come across. Keep in mind that where you find a Gilded Falcon, there is usually a Life Vessel located nearby.

Gilded Falcons

1 - Tarn's Manor
2 - Wendell's Dream
3 - In the lower level of the Inoa Mines
4 - Bonaire's Dream
5 - Desert Palace
6 - Desert of Despair
7 - Coastal Cave
8 - Kline's Nightmare
9 - Just west of the Swamp
10 - On an island in the Swamp
11 - Reptile Lair
12 - Giles' Dream
13 - Top of waterfall near Cliffs of Madness
14 - Meia's Dream
15 - Nava's House
16 - Behind Nava's House
17 - On ledge at easternmost end of the beach
18 - North of the Swamp, obstructed by stone block
19 - Just east of Fire Manor, in an area blocked by a large block
20 - West of Water Book chest, through a path in the trees
21 - Down the well by Lurvy's shop (need Fire Wand)
22 - Across the river from the Water Mill
23 - Inside the Water Mill
24 - At the northernmost point of the Desert of Despair
25 - Drop down waterfall behind the generator in the Underground Waterway
26 - Northwest corner outside of Nirude's Lair
27 - In a room behind a moveable statue in Nirude's Lair
28 - Exit from the bottom left of Torla Mountain

Life Vessels

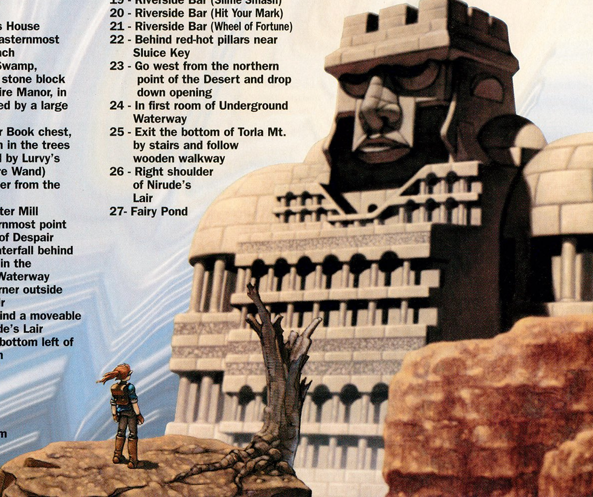
1 - Tarn's Manor
2 - Inoa Mine
3 - Lars' Crypt
4 - Bonaire's Dream
5 - Sand Palace
6 - Coastal Cave
7 - Naomi's Shop (500 gilder)
8 - Kline's Nightmare
9 - Just west of the Swamp
10 - Reptile Lair
11 - Giles' Dream
12 - Magyscar
13 - Sanctuary
14 - Lurvy's Shop (200 gilder)
15 - Top of the waterfall by Cliffs of Madness
16 - Meia's Dream
17 - Just north of the Swamp
18 - Behind thorns to the right of the Snow King statue
19 - Riverside Bar (Slime Smash)
20 - Riverside Bar (Hit Your Mark)
21 - Riverside Bar (Wheel of Fortune)
22 - Behind red-hot pillars near Sluice Key
23 - Go west from the northern point of the Desert and drop down opening
24 - In first room of Underground Waterway
25 - Exit the bottom of Torla Mt. by stairs and follow wooden walkway
26 - Right shoulder of Nirude's Lair
27- Fairy Pond

NAVA'S CHARM

In the basement of Cephas' house you will find six candelabras resting on coffins. Light them in the following order: top left, bottom right, bottom left, bottom middle, top middle, top right. This will drop a chest containing Nava's Charm. Use it to increase defensive power and neutralize certain elements.

BERUE

In the top-left corner of the desert, there is an opening which leads to a chest containing the Sluice Key. Go to the building on the far side of the moat just below this area. Draining the moat will uncover an opening which leads to Berue. Step on the symbols when they light up to pass each test. After completing the fifth one, you are granted access to the eight teleport arches around the map. Inside the octagonal room is a Save Point. Once you have entered all eight, you will have quick access to eight different areas.



TRICKS archive

Tricks Archive is a monthly collection of every code available for the PlayStation starting with the earliest releases first. The Archive will also feature past GameShark and other related tricks and codes.

Air Combat

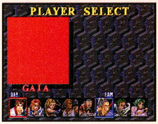
Extra 10 fighters—to gain these extra fighters, play through the game on Easy Mode to the last mission and defeat the Boss. Once the mission is completed and the game is over, the credits will appear on screen. Sit through this in its entirety until the Title Screen appears. You should then have "Extra 10" in the upper-right corner of the screen. Now go through the options to the plane select and notice there are several more fighters to choose from!

FUEL
ES
S
MISSILES
GUNS

BATTLE ARENA TOSHINDEN
TM
1P GAME
VS HUMAN
VS COMPUTER
OPTIONS
©TAKARA CO., LTD. 1995

Battle Arena Toshinden

Read the following to learn to play as the Bosses Gaia and Sho. You may also select your top four buttons as your specials! You must first input the Gaia code as the options are flying in at the Title Screen **(DOWN, DOWN-LEFT, LEFT + SQUARE button)**. You'll hear the word, "Fight!" The text will turn pink. Choose a 1P Game. Pick any character—choose Gaia by highlighting Eiji, holding UP and pressing any button (Square, Circle, Triangle, or X button). Start a fight, then pause with the START button. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While they are doing this, take controller two and press **LEFT, RIGHT, LEFT, RIGHT, LEFT, Square button**. You'll hear the word, "Fight!" The text will turn light blue. This will allow you to play as the last Boss, Sho! Either player (or both) can highlight Kayin and hold **DOWN** on the controller. Now press one of the buttons to choose him. Begin another match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller one and press **DIAGONALLY DOWN-LEFT** and **X** at the same time. You will hear the word, "Fantastic!" The text will turn white. Again, start a match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller two once more and press **LEFT, RIGHT, LEFT, RIGHT, LEFT, Square button**. You'll hear the word, "Fantastic!" The text will turn yellow. Now you can go to the Options and put automatic special moves on the top buttons on any difficulty level. In the game, hold the **SELECT button** and press the **L1, L2, R1, R2** simultaneously to do your Super Special move!

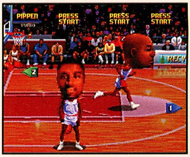


98
RESET
NO
YES
HIT SELECT KEY

NBA Jam: TE

To enter these great codes just select your team and when the Tonight's Matchup Screen is displayed, enter the following before "Loading Game" appears. These codes can also be combined, such as Mammoth Head Mode/Baby Mode, for a gruesome effect! You should see that the mode is on before the tipoff, if the trick was entered correctly.

For **Big Head Mode**: Press and repeat Square, X, Circle, Triangle at least five times.
For **Mammoth Head Mode**: Press and repeat Square, Triangle, Circle, X at least five times.
For **Baby Mode**: Press and repeat Square, Circle at least five times.
For **Huge Mode**: Press and repeat Triangle, X at least five times.
For **Power-up Dunks**: Press Left, Right, X, Circle, Circle, X.
For **Power-up Fire**: Press Down, Right, Right, Circle, Triangle, Left.
For **Power-up Defense**: Press Right, Up, Down, Right, Down, Up.
For **Power-up 3 pts**: Press Up, Down, Left, Right, Left, Down, Up.
For **Manpower**: Press Right, Right, Left, Right, X, X, Right.
For **Quick Hands**: Press Left, Left, Left, Left, Circle, Right.



RIDER
TO CONTROL LAETTNER
TO CONTROL ROBERTS
TO CONTROL RICHARDSON
NBA JAM SESSION

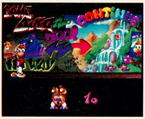
COST
9999900
CASH
SHOP
EXIT

Off-World Interceptor Extreme

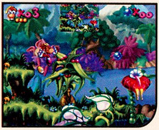
First you must select options on the Main Menu Screen. Once you are in options, enter Square, X, Circle six times in a row, followed by hitting L1. Having entered the code correctly, you will notice that the amount of cash you have has increased dramatically. Now you can shop around and really load up everything to get out there and wreak havoc on your opponents.

Rayman

To see a TV image of Rayman on the Viewing Screen and gain 10 continue games, enter the following codes: To get the TV image of Rayman, put the game on pause. Press and hold down the R2 button while pressing in order on the control pad: Circle, Circle, Left, Circle, Circle. To turn it off, you will have to enter the same code again.


GAME OVER
CONTINUE
10

If you are on the Stop/Continue Screen and have 0, 1 or 2 continues remaining, press: Up, Down, Right, Left on the D-pad to give you 10 continue games.



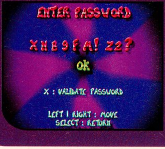
Twisted Metal

To venture to the later levels of the game, go to the Password Screen in the options and enter the following passwords. Just press Start to enter the options and at the Password Screen, enter the following:

Level 2-Circle, Triangle, Square, Circle, Circle.
Level 3-X, Square, Square, Circle, Triangle.
Level 4-X, Triangle, Square, Circle, Square.
Level 5-X, Square, Triangle, Triangle, Triangle.
Level 6-Square, Triangle, X, Circle, X.

Rayman

This code will enable you to play Rayman, starting with 99 lives! Just go into the Password Screen and enter:X N B 9 F M ! Z 2 ? then hit OK. Begin playing your game and notice that your life count in the upper-left corner should read 99! Now you can play without worrying about running out of lives to continue on through the game.


ENTER PASSWORD
XNB9FM! Z2?
OK
X : VALIDATE PASSWORD
LEFT I RIGHT : MOVE
SELECT : RETURN

Street Fighter: The Movie

Play as Akuma-
First, go to the Character Selection Screen and then press UP, R1, DOWN, L2, RIGHT, L1, LEFT, R2 (hold R2). Akuma's shadow will appear in your static character box. Here is a list of Akuma's moves:
Fireball-D, DF, F, Punch
Red Fireball-B, DB, D, DF, F, Punch
Air Fireball-(jump) D, DF, F, Punch
Hurricane Kick-D, DB, B, Kick
Dragon Punch-F, D, DF, Punch
Teleport-F, D, DF or B, D, DB plus two Punches or two Kicks
Double Fireball-(full super bar) D, DF, F, two Punches.
Super Move-D, DF, F, D, DF, F, Punch.

1P 229100 HIGH 229100
KEN
1P PAUSE

START
SELECT
GUILE
CHUN LI
E.HONDA
BALROG
DEE JAY
SAWADA
RYU
KEN
ZANGIEF
CAMMY
VEGA
SAGAT
BLANKA
BISON

PRESS
SELECT
GUILE
CHUN LI
E.HONDA
BALROG
DEE JAY
SAWADA
RYU
KEN
ZANGIEF
CAMMY
VEGA
SAGAT
BLANKA
BISON

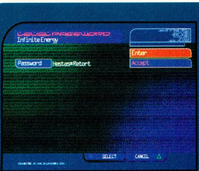
1P 60500 HIGH 80000
SUPER AKUMA 15 CHUN LI SUPER
2 HIT

TRICKS of the trade

Codes and Tricks for the PlayStation

Colony Wars

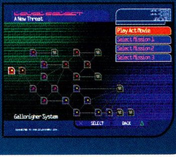
Cheat Passwords



Password Hestas*Retort

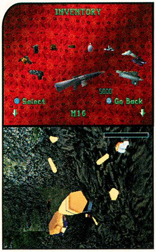
On the Main Menu Screen, go into the Options and then highlight and enter the Password Option. Choose "Enter" and put in one of the codes shown below for various results. The passwords are case sensitive, so enter them exactly as shown:

Hestas*Retort - Infinite Energy
Commander*Jeffer - Access to all levels, missions, acts, movies (at the Main Menu Screen).
Tranquillex - Super-cooled weapons (don't heat up).
Memo*X33RTY - Infinite secondary weapons.
All*cheats*off - Turns off all the cheats.



Tomb Raider 2

Multiple Codes



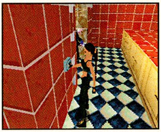
These codes must be entered while in the middle of the game. Find a flat surface and follow the movements carefully for each of the tricks listed:

Level Skip - Step Left, Step Right, Step Left, Step Back, Step Forward, Turn around three times and then do a Forward Jump and immediately press the Roll button to get the level end cinema.

All Weapons - Step Left, Step Right, Step Left, Step Back, Step Forward, Turn around three times and then do a Backward Jump and immediately press the Roll button to get all weapons and plenty of ammo and items in your inventory.

Exploding Lara - Step Left, Step Right, Step Left, Step Forward, Step Back, Turn around three times and then do a Forward Jump and immediately press the Roll button. Lara will explode and you will have to begin the game again.

Get Rid of the Butler - Go into the kitchen and open the freezer. When the butler follows you in, jump over him and close the door behind you. He won't be able to get out and you can walk around without him following you.



Star Wars: Masters of Teräs Käsi

Cheats and Hidden Characters

The following tricks are to be done during the Character Loading Screen and can be done in the Versus and Practice Modes only.

Big Head - Hold the Select button during loading.
Super Deformed - Hold the Select, Down and X keys during loading.
Tiny Mode - Hold Select, Down, X and R2 buttons during loading. The following characters or arena select features can only be unlocked if "Player Change at Continue" in the Options Menu is set to "No," which is the default setting.
Unlock Darth Vader - Play through Arcade Mode with Luke Skywalker on "Standard" or "Jedi" difficulty.
Unlock Stormtrooper - Play through Arcade Mode with Han Solo on "Standard" or "Jedi" difficulty.
Unlock Jodo Kast - Play through and win against seven or more characters in "Survival Mode."
Unlock Slave Leia - Play through Arcade Mode with Princess Leia on "Jedi" difficulty.
Unlock Mara Jade - Hold the L1, L2 and R1 buttons as you enter Team Mode on "Jedi" difficulty. After the computer selects the characters, you will see "Battle for Mara Jade." Win the battle and she will be released.
Unlock the Ability to Select Arenas - (Practice and Arcade only) Play through Arcade Mode with Chewbacca on "Standard" or "Jedi" difficulty.

PRESS START
PRINCESS LEIA!
LUKE SKYWALKER
∞

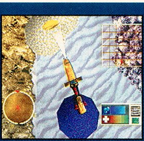
Do you have a trick or want a tip on your favorite game? Let us know—write us at...

Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148

Treasures of the Deep

Gameplay Codes

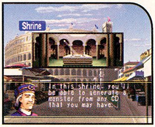
To get the effects of the following codes, you must start a game and pause it as soon as you can. From the Pause Screen enter the codes. You will hear a chime when you have entered the code correctly.
D=Down, U=Up, L=Left, R=Right, X=X button, S=Square, T=Triangle, C=Circle



All Equipment: D, X, L, S, U, U, T, T, R, R, C, C, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2.
All Missions Available: D, X, L, S, U, U, T, T, R, R, C, C, D, R, U, L, T, X.
All Complete: D, X, L, S, U, U, T, T, R, R, C, C, S, X, X, X, S, T, T, T, S, X, X, X.
All Weapons: D, X, L, S, U, U, T, T, R, R, C, C, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.
Banana Bombs: D, X, L, S, U, U, T, T, R, R, C, C, X, U, T, D.
Complete Current Mission: D, X, L, S, U, U, T, T, R, R, C, C, T, T, T, D, D, D.
Double Time on Shark Attack: D, X, L, S, U, U, T, T, R, R, C, C, L2, L2, L2, R1, R1, R1, R2, L1.
Extra Continues: D, X, L, S, U, U, T, T, R, R, C, C, R2, R2, R2, L2, L2, L2.
Extra Gold: D, X, L, S, U, U, T, T, R, R, C, C, R1, R2, L1, L2, R1, R2, L1, L2.
Get Tablet Piece: D, X, L, S, U, U, T, T, R, R, C, C, L1, L2, L1, L2, S, C.
Hunting License: D, X, L, S, U, U, T, T, R, R, C, C, R2, R1, L2, L1.
Infinite Air: D, X, L, S, U, U, T, T, R, R, C, C, T, C, X, S, U, R, D, L.
Infinite Health: D, X, L, S, U, U, T, T, R, R, C, C, T, T, X, X.
No Currents: D, X, L, S, U, U, T, T, R, R, C, C, R1, L1, R2, X.
Open All Doors: D, X, L, S, U, U, T, T, R, R, C, C, X, C, T, S.
Overhead Camera: D, X, L, S, U, U, T, T, R, R, C, C, T, S, X, S.
Pass Through Objects: D, X, L, S, U, U, T, T, R, R, C, C, R2, R1, L2, L1.
Refill Air and Health: D, X, L, S, U, U, T, T, R, R, C, C, S, S, C, C.
Reveal Map: D, X, L, S, U, U, T, T, R, R, C, C, S, X, C, X, S.
Super Speed: D, X, L, S, U, U, T, T, R, R, C, C, R1, R2, R1, R2, R1, R2.
Turn Off Crosshairs: D, X, L, S, U, U, T, T, R, R, C, C, T, X, U, D.
Unlimited Payload: D, X, L, S, U, U, T, T, R, R, C, C, T, U, X, D.

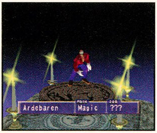
Monster Rancher

Secret Monster



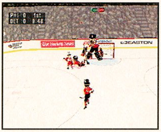
In this shrine, you'll be able to generate a monster from any CD that you may have.

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called "Tecmo's Deception" to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.



NHL 98

Change Players



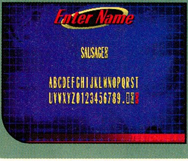
Enter any one of the following codes to allow you to play as characters with some rather unusual changes. Only one code may be entered at a time.

Mini Players: NHLKIDS
Huge Heads: BRAINY
Huge Players: BIGBIG
Stanley Cup Video: STANLEY
Huge Goalies/Small Players: PLAYTIME

Test Drive 4

New Cars and Backward Tracks

Choose a One-Player Race from the Main Menu and choose a Drag Race from the Race Menu. Now choose a car and win the race. You will set a new record for the race. When the "Race Again" Menu appears, choose "Quit." Now put in your name as **KNACKED** for backward tracks, or **SAUSAGE** to get four new cars (GTSR, TVR 12/7, Pitbull Special and a '69 Dodge Daytona)! The new cars and tracks will appear in the Single Race Mode only.

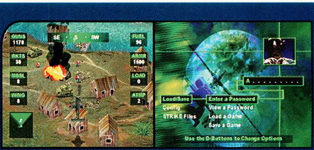


TIME
01:48:90
080
RACE POSITION
3

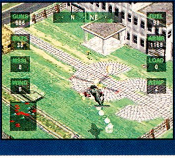
Nuclear Strike

Game Cheats and Level Passwords

For the following codes to work you must go into the Password Screen. From there enter the codes just as they are typed.



EAGLEEYE: This password allows you to fly over the first mission without being shot at.
PHOENIX: Gives you four continues.
WARRIOR: Gives you five continues.
MPG: Allows you to fly longer without having to refuel your craft.



Level Codes:
LEVEL 1: JUNGLEWAR
LEVEL 2: CUTTHROATS
LEVEL 3: COUNTDOWN
LEVEL 3B: PLUTONIUM
LEVEL 4: PUSAN
LEVEL 5: ARMAGEDDON
BONUS: LIGHTNING

MK Mythologies: Sub-Zero

Game Cheats

Enter these codes in the Password Option to enable the following cheats.

10 Urns of Vitality: NXCVSZ
1000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY(If you are killed using this cheat, quickly press L1 to fight Quan Chi or L2 to fight Shinnok.)
Rock Boss Explode: RCKMND

PlayStation Underground No. 4

Many Cheats

Disc 1

Contest - In the Bulletins section, hold Triangle and Circle. While holding them, press Square twice.
New Memory Cartridges - In the Code Archive section, hold Triangle and Circle. While holding them, press Square twice.
Where Are They Now? - In the Event Center, hold Triangle and Circle. While holding them, rapidly press Square.
PaRappa Fun Code - On the Main Menu Screen, press Square, Triangle, Circle, Triangle, Triangle.

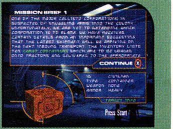
Disc 2

Resident Evil 2 Video - On the Main Screen (with Cardinal SYN showing), press Square, Triangle, Square, Triangle.
Our Lady Peace Video - On the Main Screen (with Cardinal SYN showing), press Circle, Triangle, Circle, Triangle, Circle, Square, Circle.
Twisted Metal 1 Ending - On the Main Screen (with Cardinal SYN showing), hold Circle and Triangle. While holding them, press Square twice.
Cool Boarders 2 Tips - On the Main Screen (with Cardinal SYN showing), press Triangle, Triangle, Circle, Triangle, Square.
Red Asphalt Codes - On the Main Screen (with Cardinal SYN showing), press Square, Triangle, Square, Circle.

G-Police

Weapons, Ammo and Shields

Enter the following codes to receive unlimited shields and ammo, along with all of the weapons.



MISSION BRIEF 1

ONE OF THE MAJOR CALLISTO CORPORATIONS IS SUSPECTED OF SMUGGLING ARMS INTO THE COLONY. UNFORTUNATELY, WE ARE YET TO DETERMINE WHICH CORPORATION IS TO BLAME. WE HAVE RECEIVED CERTAIN DETAILS FROM AN INFORMANT SUGGESTING THAT THE LATEST SHIPMENT WILL BE ARRIVING ON THE NEXT INBOUND TRANSPORT. THE INVENTORY LISTS TEN CARGO CONTAINERS WHICH ARE TO BE LOADED ONTO TRACTORS AND DELIVERED TO THE APPROPRIATE

ID CIVILIAN
TYPE CONTAINER
WEAPON NONE
ARMOR HEAVY

Unlimited Shields - On the Briefing Screen, hold L1+R2+Square. While holding these, press Left.

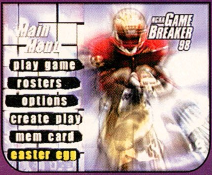
All Weapons and Unlimited Ammo - At the Loadout Screen (weapon choice), hold L1+L2,+R1+Circle+Triangle+Square. While holding these, press Left.

NCAA GameBreaker 98

Secret Teams/Option Codes

Enter these codes at the Easter Egg Screen (keep pressing Down at the Title Screen to find it). The codes will enable a variety of hidden teams and extra options.

SC: Win all games in simulator
BOOST: Give season team boost in simulator
BEAT DOWN: Make season team all 99s in game
JUMP: Change teams during a season
GIMME: Activates all all-time teams
BUILDER: Make a player with high attributes
CREDITS: Show credits
Ala 89: Alabama '89
Ala 92: Alabama '92
ASU 96: Arizona State '96
Col 89: Colorado '89
Fla 95: Florida '95
Fla 96: Florida '96
FSU 92: Florida State '92
GB98: GameBreaker 98 All-star team
Miami 83: Miami '83
Miami 85: Miami '85
Miami 86: Miami '86
Miami 89: Miami '89
Miami 91: Miami '91
Miami 92: Miami '92
Miami 94: Miami '94
Mich 91: Michigan '91
Neb 83: Nebraska '83
Neb 91: Nebraska '91
Neb 92: Nebraska '92
Neb 93: Nebraska '93
Neb 95: Nebraska '95
Neb 96: Nebraska '96
ND 89: Notre Dame '89
ND 90: Notre Dame '90
OSU 96: Ohio State '96
Okla 79: Oklahoma '79
Okla 87: Oklahoma '87
Okla 79: Oklahoma '79
Penn 78: Penn State '78
Penn 82: Penn State '82
Penn 85: Penn State '85
W Vir 88: West Virginia '88



Moto Racer

Many Cheats

These codes are to be entered on the Title Screen (with Start/Options):

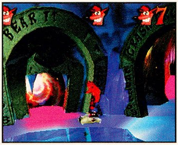
LAP 1/3 00'03"42
TIME 43
BEST LAP
POS 5/8
148 MPH

View Credits - Press O, T, O, O, T, O, Up, Right, Left, X.
View Victory FMV Sequence - Press O, T, O, T, O, T, L1, Up, R2, X.
Enable All Tracks - Press Up, Up, Left, Right, Down, Down, O, R2, T, X.
Enable All Reversed Tracks - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.
Night Mode - Press Up, O, L1, Down, T, L2, O, Left, R1, X.
Reverse Mode - Press Left, Right, Left, Right, O, O, R1, L1, T, X.
Pocket Bikes - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.
CPU Bikes Only Go 50 km/h - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.
Turbo Boost - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

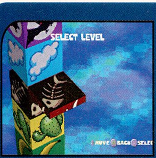
Crash Bandicoot 2

Extra Lives

Outside of Level 8, you will find a baby polar bear. As cruel as it seems, jump on top of him several times to collect 10 free lives. I hope the Humane Society doesn't hear about this.



Frogger



Level Select

These tricks will give you some great cheats to help you along in the classic come back to life.

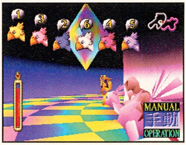
All Zones Open - Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.
Infinite Lives - Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Once you do either of these tricks, you will see the results in text on the bottom of the screen.

Final Fantasy VII

Chocobo Stamina

Here is a trick for Chocobo racing within the game. When racing your Chocobos, hold the R1 and R2 buttons simultaneously and your stamina will regenerate. Even if you speed up your Chocobos, it will increase or stay the same. If you sprint, the bar will drain slower than before.



gadgets, electronics, arts and recreation

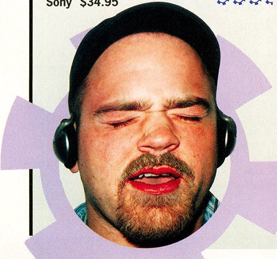
g.e.a.r.

⚙⚙⚙⚙⚙ **5G No question, this should be in your home**
⚙⚙⚙⚙ **4G Recommended, very cool**
⚙⚙⚙ **3G Pretty good, check it out**
⚙⚙ **2G Below average**
⚙ **1G Very lame**

Street-style Headphones

There's nothing worse than being a man or a woman of the '90s and wearing the headphones of the '70s. What can be done about the situation? Sony has released the slick Street-style headphones to help everyone maintain their cool. First off, the headband goes behind the head across the neck preventing embarrassing and unnatural indentations in your hair. The earpieces are secured by a long hook, similar to how eye-glasses are supported on your ear. You'll also notice how there is only one cord coming from one of the earpieces instead of the usual two. Very cool. So how can you be down? Find the nearest Sony Electronics dealer by calling: 1-800-342-5721

Sony $34.95 ⚙⚙⚙⚙



2nd Generation, baby

Now that the dust has cleared and the second generation of machines have hit retail, it is the perfect time to talk turkey about DVD players. Why would anyone want a DVD player? If you like movies, you'll love DVD. The picture is twice as sharp as what you'd get from conventional VCR's and television. The movies come on discs that look much like regular CD's except it has a great deal more storage capacity. Some of the cool features that are packed onto some of the discs are multiple aspect ratios (Letterbox or Standard full screen), multiple language and subtitle selections. Many discs include theatrical trailers, cast bio's, running commentary and other bonus material. The best way to sum up the format is that it is an affordable, compact, storage intensive and easier to handle version of the laserdisc. The two unit's featured here are two of the finer models available although basic models can be had for about $500. The Sony SDVP-3000 is their lower end entry, but packs in all the important elements. Suberb picture quality and control courtesy of Smooth scan technology. The remote is easy to use. The Toshiba SD-3107 is the higher end version and offers component out video. Some of the 2nd generation features specific to this machine are a zoom function and 3D sound spacializer. Those fancy effects are not very functional, but the player itself offers great playback of picture and sound.

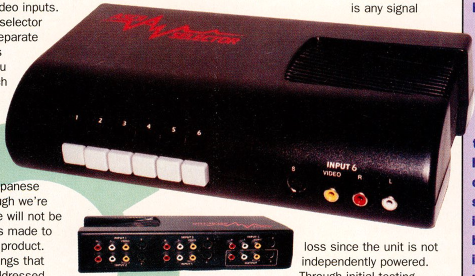
TOSHIBA
DVD

Sony Electronics $599.99 ⚙⚙⚙⚙⚙

Toshiba $699.99 ⚙⚙⚙⚙

S-Video/AV Selector

ASCII has answered the call of discerning PlayStation owners who need multiple S-video inputs. The ASCII AV selector accepts six separate S-video inputs and allows you to select which signal will shoot out to your television. The model you see pictured here is the Japanese version although we're told that there will not be many changes made to the final U.S. product. One of the things that need to be addressed thus far is the fact that the numbers on the front of the unit do not correspond to the same numeric markings on the back which makes for a frustrating game of trial-and-error. We'll withhold final judgement until we get a U.S. version though. The main question is if there is any signal loss since the unit is not independently powered. Through initial testing, loss of picture quality was evident, but only after careful scrutiny. This is the only mass market unit of its kind so it's not a bad deal at all. Look for a hands-on U.S. review soon.



X-mas memory cards

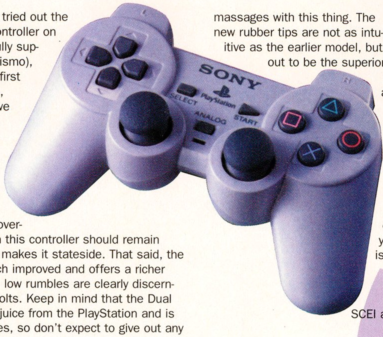
These may be pretty hard to find by the time you read this, but SCEA has unleashed a special holiday bonus for those wanting to add a little color to their gaming. PlayStation memory cards are available in several colors including the green pictured below. The neat part is that they are transparent!

SCEA $24.95 ✪✪✪

PlayStation
MEMORY CARD

Dual Shock Controller

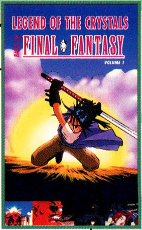
Now that we've tried out the Dual Shock controller on a game that fully supports it (Gran Turismo), we can finally give our first impressions. In a word, awesome. Everything we liked about the original analog controller has been left alone while the things that needed a bit of tweaking were addressed. Unlike the previous analog controller controversy, the dual vibration in this controller should remain intact when this puppy makes it stateside. That said, the vibration aspect is much improved and offers a richer range of feedback. The low rumbles are clearly discernable from very violent jolts. Keep in mind that the Dual Shock is getting all its juice from the PlayStation and is not powered by batteries, so don't expect to give out any massages with this thing. The new rubber tips are not as intuitive as the earlier model, but turn out to be the superior design. It goes without saying that as programmers learn to take better advantage of analog input that the controls will drastically improve. The controls in the test game, Gran Turismo and the *OPM* racing game of the year Moto-Racer sport some of the slickest controls yet seen. The Dual Shock is coming!



SCEI availability/price: TBA

gear

Anime DVD



Final Fantasy: Legend of the Crystals

Don't be drawn into this title just because it bears the Final Fantasy name. This OAV series is based on Final Fantasy V, which never saw a U.S. release on the Super NES. The story follows Pretz and Linally, two kids who happen to be descendants of heroes who had protected Planet R's four crystals from the forces of evil long ago. Linally and Pretz go through all kinds of antics protecting the Wind Crystal from falling into evil hands. Urban Vision's dub of the OAV is decent, but falls flat in some spots. Animation quality is good, and this series has a good plot. If you're a fan of Square's storytelling, this is a solid buy.

Urban Vision $19.95 (DUB), $29.95 (SUB)

⚙⚙⚙

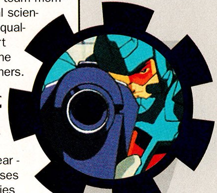
SONIC SOLDIER
BORGMAN
THE LAST BATTLE

Sonic Soldier Borgman: The Last Battle

The Last Battle takes place at the end of the Borgman series, and follows the team members of the Borgman Project who are brought together to fight a maniacal scientist creating a master race through cybernetic superiority. The animation quality is good, and the plot moves along at a decent pace. There's a concert video at the end, but without having seen any of the rest of the series, the songs and banter between the voice actors won't mean much to newcomers.

AD Vision $24.95 (SUB)

⚙⚙⚙◐



The Gates Of Night Have Opened!
The Final Rites Have Begun!
Yuzo Takada's
BLUE SEED
NIGHTFALL
Original Japanese Dialogue with English Subtitles

Blue Seed: Nightfall

The final showdown has begun between the Kushinada and the Aragami. Of course, that also brings *Blue Seed* to an end. In this final climactic chapter, Momiji risks everything in order to save what she holds most dear - life. I'm not going to reveal what happens (it's too powerful), but this closes the series with a satisfying and emotional end that makes the whole series come together. Fantastic animation quality, a gripping story and fantastic music make this series an excellent choice.

AD Vision $24.95 (DUB), $29.95 (SUB)

⚙⚙⚙⚙⚙

Manga Book

If you're a fan of anime and comics, then looking into *Mixx Zine* is a natural. If you have never seen a copy of this first-ever North American manga compilation magazine, then run to your local comics outlet and demand a copy. This December issue also includes a small guide to some cool holiday gifts. If you're already familiar with Sailor Moon and RayEarth, then Parasyte and Ice Blade will open your eyes even more to the outstanding medium of Japanese manga.

MIXX ZINE
Happy Holidays!
SAILOR MOON
ICE BLADE
PARASYTE
RAYEARTH

Mixx Entertainment $4.99

⚙⚙⚙⚙⚙

Manga Spawn Figures

McFarlane Toys have been a leader in fine action figures, but they have really outdone themselves with this wonder. Manga Spawn is, by far, one of the coolest figures ever released. There are five other Manga figures in the Spawn series nine, but only two others (Manga Curse, Manga Ninja Spawn) come close to the beauty of this figure. Manga Spawn comes with a honkin' big sword and a companion character that can be formed from parts of his armor. The neatest part is that his robotic head pops off which reveals the mangled mug we've come to love. If we gave out awards for best action figures, Manga Spawn would easily be the winner.

McFarlane Toys $7.99

⚙⚙⚙⚙⚙

ELECTRONIC GAMING MONTHLY™ and EGM²®

have 3 BONUS magazines coming your way this fall!

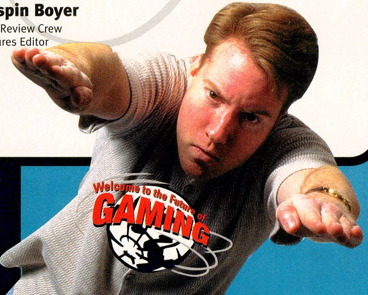
Hey Gamers!
This time of year there are so many cool games coming our way it's hard to find enough space to tell you about 'em all. That's why we have *EGM* and *EGM*² special issues like the ***1998 Video Game Buyer's Guide***, ***Guide to Sports Video Games*** and ***Video Games for the Nintendo 64***. Although these mags are created by your favorite *EGM* and *EGM*² editors, they contain lots of information **not found** in the pages of *EGM* and *EGM*². Let me tell you a little about each...

1998 Video Game Buyer's Guide
Put together by Dan Hsu and the rest of the Review Crew, this mag tells you our pick for this year's best system and which games you should buy! We also have our Good, Bad and Silly look back on the gaming industry, along with a massive trick index and game review chart with over 1,300 games listed and rated! Plus, go behind the scenes with Shigeru Miyamoto on the future of Nintendo, and take a top-secret look at the world of video game-controller design.

Video Games for Nintendo 64
Written by brand-spankin' new Review Crew guy (and Nintendo-book veteran) John Ricciardi, this mag has everything you've ever wanted to know about the N64. It's packed with reviews of all the new N64 games, previews of more than 20 hot new titles, a huge tips-and-tricks section and—best of all—strategy guides for all of your favorite games. John just got back from Japan with the latest Nintendo news, and he's itchin' to unload it all in this special issue.

Sports Video Games
Tired of watching the other team make all the big plays? Want to know which sports games you should even bother playing? *EGM*'s guide will satisfy all of your sports-gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the ultimate sports titles. Watch for the huge Madden 64 behind-the-scenes blowout and an interview with legendary Q-back Brett Favre. *EGM*'s armchair jock Kraig Kujawa is writing this sucker, which focuses mainly on football, basketball and hockey titles. Watch for it!

Crispin Boyer
EGM Review Crew
Features Editor


Welcome to the Future of
GAMING

1998 VIDEO GAME BUYER'S GUIDE

On Sale Nov. 11, 1997

VIDEO GAMES FOR THE NINTENDO 64

Volume 3

On Sale Nov. 25, 1997

SPORTS VIDEO GAMES

On Sale Dec. 2, 1997

Don't forget to look for our newest title...

Official U.S. PlayStation Magazine

Formerly P.S.X.

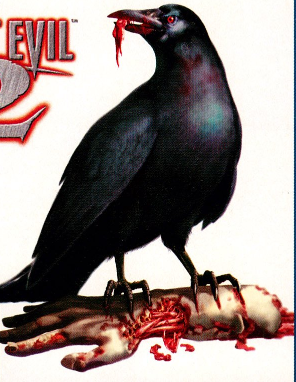
Available Today!

Next Month

in the Official U.S. Playstation Magazine

Resident Evil 2 Review and Strategy Guide

RESIDENT EVIL 2



Come with us as we experience the Evil firsthand

Oh, the horror! Resident Evil 2, one of the most eagerly awaited sequels in video gaming history is finally complete. Prepare yourself for the ultimate in video terror as we explore the game's grisly depths in both a review and a complete strategy guide.

Previews Of:

- Triple Play 99
- War Games
- ReBoot

1 PLAYER
51
BRAVE
PRESS START
GREG
33
LONG
Official U.S. PlayStation Magazine
Demo Disc
SONY

Check Out Our Next Demo Disc!

- Bloody Roar
- Monster Rancher
- Shipwreckers
- NBA Shootout 98
- Saga Frontier
- Alundra
- Mega Man Neo

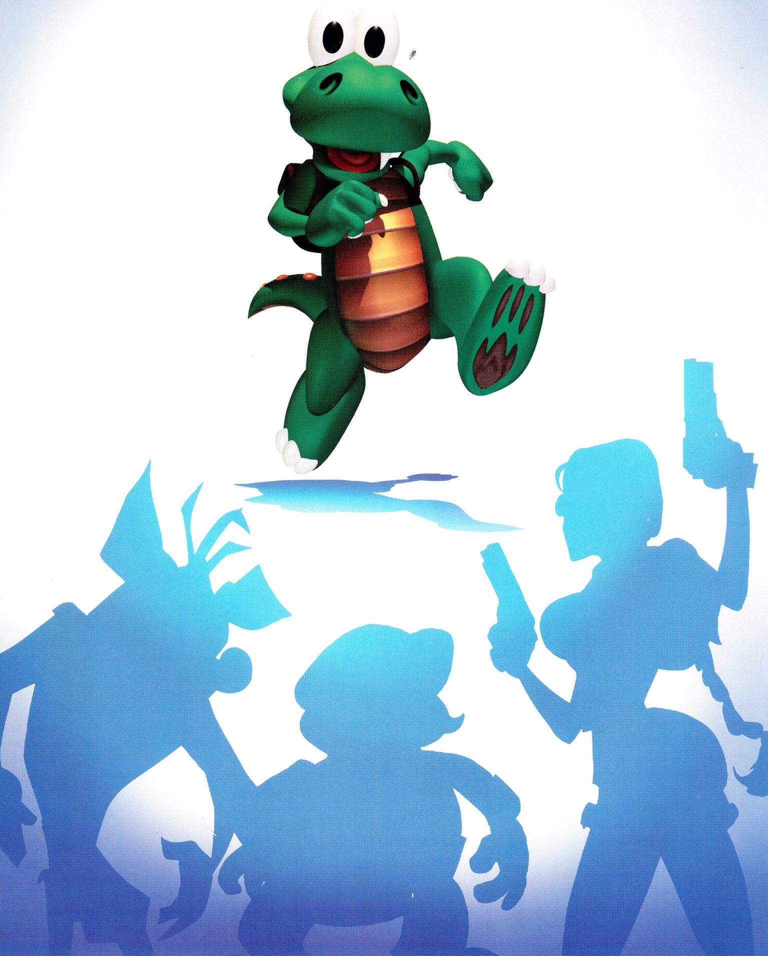
• content subject to change

Advertiser Index

Official U.S. PlayStation Magazine

Acclaim www.acclaimnation.com	7
Activision www.activision.com	4-5
ASC Games www.ascgames.com	76-77
ASCII Entertainment www.asciient.com	42-43
Capcom www.capcom.com	poster
Eidos Interactive www.eidosinteractive.com	134
Electronic Arts www.EA.com	20-21, 58-59
Fox Interactive www.foxinteractive.com	131-133
GT Interactive www.gtinteractive.com	8-9, 16-17
Interact Accessories www.gameshark.com	12-13
Jaleco www.jaleco.com	25
Mad Catz www.madcatz.com	46-47
Midway www.midway.com	28-29, 35, 51
Pandemonium	85
Psygnosis www.psygnosis.com	27, 45
Reality Quest www.theglove.com	37
Sony Computer Ent. www.sony.com	2-3, 32-33, 69
Tecmo www.tecmo.co.jp	11
T*HQ, Inc. www.thq.com	39, 53
Working Designs www.workingdesigns.com	41

HOW DID CROC FIND HIS COMPETITION?



DELICIOUS!

CROC © Argonaut Software Ltd, 1997. All rights reserved. CROC and CROC: Legend of the Gobbos are trademarks of Argonaut Software Ltd, 1997. © 1997 Twentieth Century Fox Film Corporation. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. Windows and the Windows® 95 logo are the trademarks of Microsoft Corporation. All Rights Reserved.

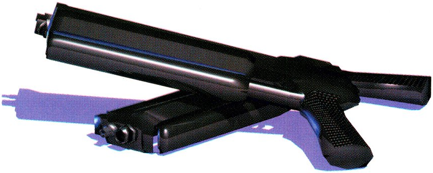
“Like Lara Croft, CROC has more moves than you can shake a stick at.”
-PSM-PlayStation Magazine

“Move over Mario. . .and cruise by Crash. . .CROC rocks!”
- GAMEPRO

“Don’t be fooled. . .this is no kiddy game.”
-Official PlayStation Magazine

“CROC’s deep enough for even the most serious explorer!”
-Gamefan

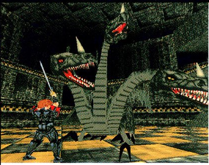
“One of the best PlayStation games of the year! 95% Gold.”
-PSExtreme



www.foxinteractive.com

Windows ’95 CD-ROM ™ PlayStation ™ KIDS TO ADULTS K-A CONTENT RATED BY ESRB ARGONAUT ™ FOX INTERACTIVE ™

CROC ™
LEGEND OF THE GOBBOS



Coersion, torture and hideous mind games.
It's like high school all over again.

IAN LIVINGSTONE'S

DEATHTRAP Dungeon

PC CD

PlayStation

The names have changed, but the torment remains the same. In this institution of higher loathing, it's skeletal warriors, zombies, flying dragons and monstrous spiders who are out to make your life a living hell. So go ahead, outwit and outslice every undead inhabitant in this maze of devious traps. And find out why these just might be the best years of your life.

EIDOS INTERACTIVE

You've been warned.

www.deathtrapdungeon.com

Deathtrap Dungeon and Eidos Interactive are trademarks of Eidos. ©1997 Eidos.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!